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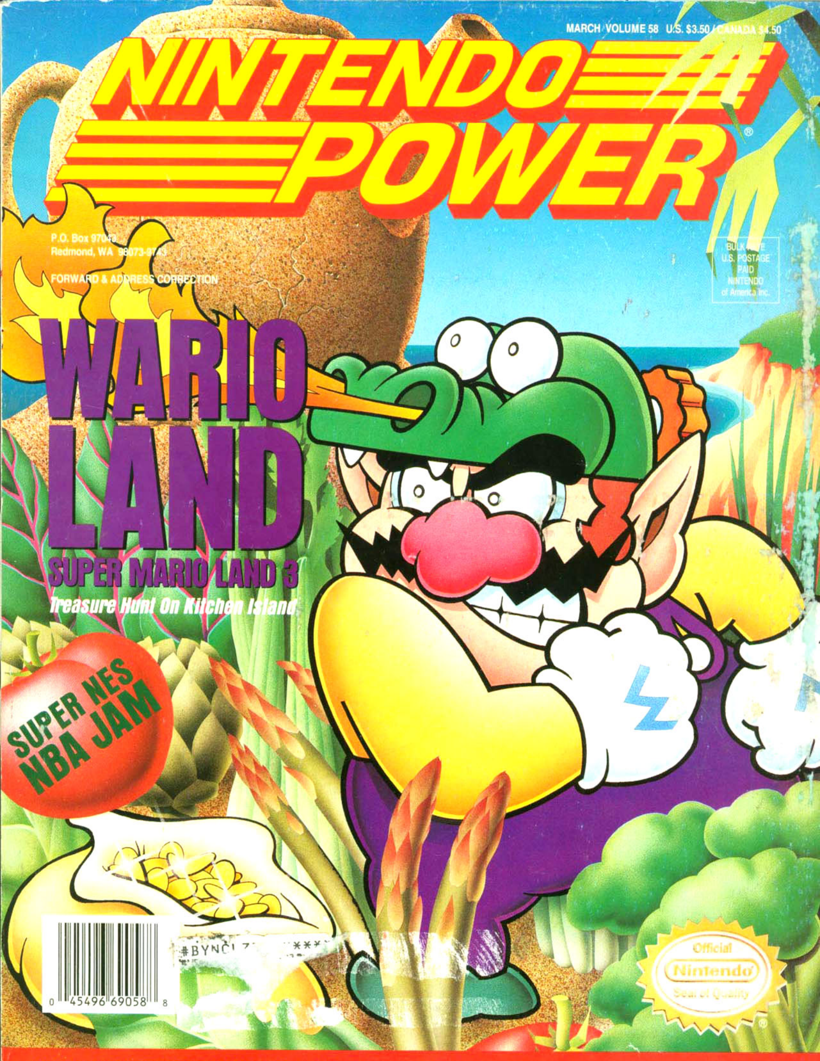

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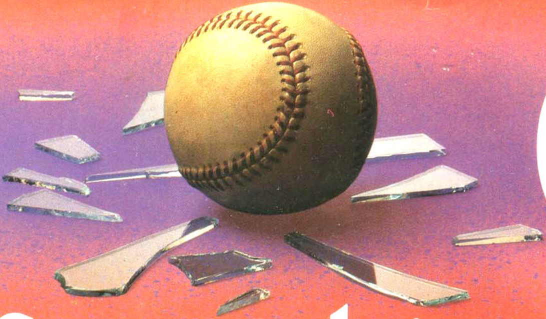

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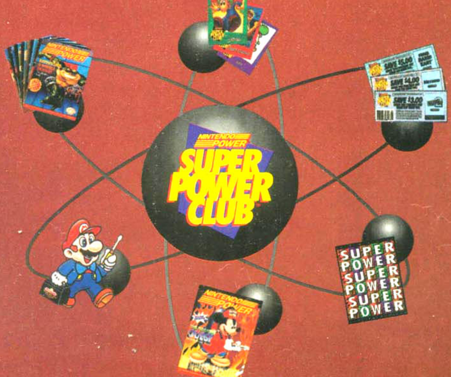
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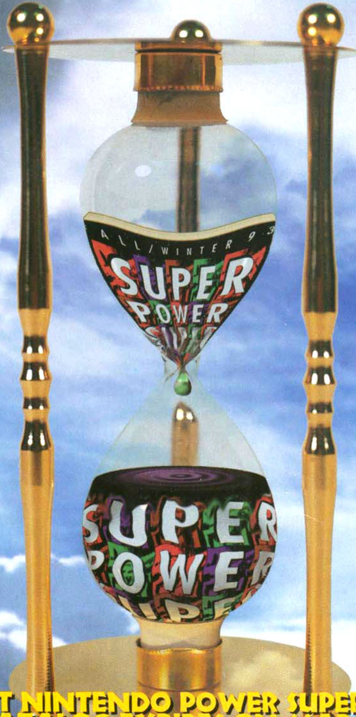


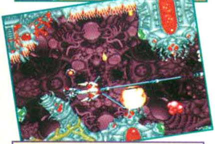
THE FIRST NINTENDO POWER SUPER POWER SUPPLIES CATALOG EXPIRES ON MARCH 31, 1994!

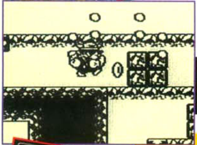
This is your very last chance to order merchandise from the first Super Power Supplies Catalog. Great stuff like the Yoshi Pocket T-shirt, Vega T-shirt, Classic Character Calendar, Hooded Zelda Sweatshirt, Mario's "M" Cap, and many other cool items will not be available in the second catalog, so you'd better act fast!!!

THE SECOND SUPER POWER SUPPLIES CATALOG WILL BE SENT WITH VOLUME 59!

NINTENDO POWER

MARCH 1994 VOLUME 58





YOU ARE NOW A KNIGHT OF THE ROUND TABLE, GOOD LUCK ON YOUR JOURNEY,
POINTS :62250

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The game I purchased that was completely different than I expected was *Rambo* for the NES. I saw him firing a machine gun on the package and it looked really cool. So I bought it. When I got home I started to play the game. It was boring. All you could do was walk around and fight with a knife. The only enemies I met were spiders, gorillas, bugs, etc. Also, you moved around by standing on blocks labelled "N" or "S" for north or south. It was a real disappointment.

Scott Nichols
Hudson, ME

About seven months ago I purchased *Final Fantasy Mystic Quest*. I was thinking it would be somewhat like Final Fantasy II. As it turned out, I was wrong. It was too easy and the fun of freely exploring the world was gone. Don't get me wrong, the graphics are wonderful and it is good for beginners. After I bought it, it turned out to be a disappointment.

Beau Eckermann
Montgomery, AL

MORTAL KOMBATANTS

GIVE US ***ALL*** *OF YOUR CANDY...NOW!!!*

Kevin "Reptile" Anderson, Zach "Rayden" Geissler, and Kyle "Scorpion" Anderson, strike a pose before marauding through the streets of Newburyport, Massachusetts, in search of sugar-coated swag on a certain evening at the end of October.

When I saw that my mom had bought *The Magical Quest* for Super NES I thought it would be really dumb and boring because it had Mickey Mouse in it. But when I sat down and played it, it wasn't so dumb and boring—it was actually cool and also had awesome graphics. Whenever I had doubts, I just got out Volume 44 of Nintendo Power and found some awesome info on how to play better. Finally, a couple of weeks later, I beat it thanks to Nintendo Power. Now Nintendo Power is even helping my mom to play better. Mom said Nintendo Power helped her to make a choice on what game to buy and probably always will from now on.

Ricky Cupp
Upper Sandusky, OH

I purchased Capcom's *Willow*. I thought it was like the arcade game. I was disappointed because it was a Zelda wanna be. After mastering it without help, it turned out to be a good game after all!

Alex Hernandez
Yuma, AZ

Many months ago, you did a review of a game called *Out Of This World* by Interplay. When I purchased it, I was under the impression that it was a Contra-like action game with different graphics. I was very surprised to discover that it was the exact opposite of my original assumption. I loved it. The animation was splendid and it really made me think. In fact, I told my social studies teacher about it and he asked me to bring my Super NES in to school with the game. Before school, I showed him how to complete the game and he used it as a problem-solving demonstration for all of his classes! It was a hit. Five people I know bought the game! It was a very interesting chain of events.

Figi C. Hebden III
Sewell, NJ

I bought a game two months ago called *Mech Warrior*. I beat the game in nine hours. I saw the game in one of your issues and it looked cool. It gave me enough information to make me decide to buy it. The only problem I had was that it wasn't very interesting or challenging, especially in the Attack Tank!

Mark Wynne
Aurora, CO

I once bought a game from a friend called *Fester's Quest*. I was expecting a great game after reading about it in Nintendo Power. But even with the magazine at my side, it took me two and a half hours to make it to the first boss and another two to make it to the second. A friend of mine bought the game and it took him eleven hours to reach the end using the magazine. I thought the review was misleading. But other games such as *Star Wars, The Empire Strikes Back, Maniac Mansion* and *Super Mario Bros. 2* are better than the reviews.

Mike Fink
Montoursville, PA

What do you think about the content of Nintendo Power as it applies to game types? Do you think we should review more (or fewer) action games, sports games, RPG's, simulations, etc.? OK, you know the drill....write to us!

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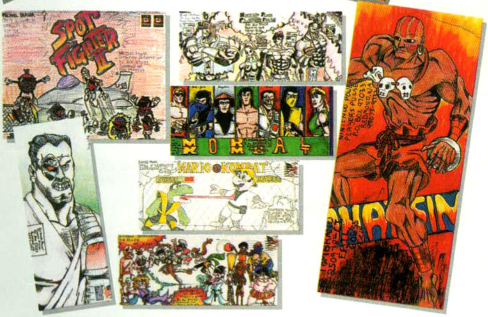
PULSE

ENVELOPE ART SHOWCASE



EDITOR'S CORNER!

The new Super Power Supplies Catalog is almost completed and we're packing it full of Nintendo- and Super Power Club-related goodies! If you haven't already used the Stamps that you received in the first catalog, your buying power should really be growing by now. There will be more special contests to enter in the coming months. Are you collecting your Kellog's cereal box tops? If you want to keep saving your Stamps, great, but trust me--it'll be difficult to pass up scoring a great deal on the new merchandise. And remember, only Super Power Club members like you can get the goods!

Gail Tilden
Editor-in-Chief

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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VOLUME 58 - MARCH 1994
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.

Nintendo Power is published at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

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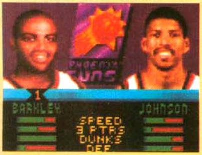
SPORTS

BLOWN AWAY BY THE NBA!

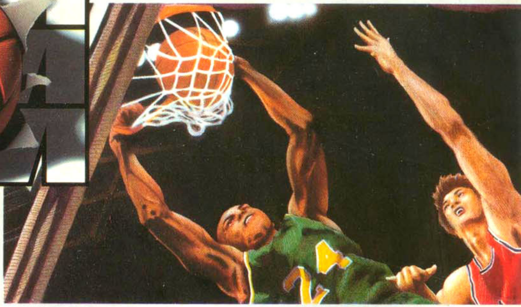
SLAMMIN' SAMMY DUNCAN

With all modesty, I must admit that my awe-inspiring natural athletic abilities allow me to dominate in every sport I try. So for an even greater challenge, I'm taking up video games and now find myself recruited by Nintendo Power as an editor. At first, I didn't think that I'd really be into sports video games. I thought, "Why should I sit in front of the TV and play this thing when I can go out on the field or court for the real deal?" Then they handed me Acclaim's NBA JAM. I didn't know anything about the game before seeing it on the Super NES because I avoid arcades. So many people would recognize me—you know—crowd control problems, autographs, and so forth. However, this game really amazes even me.

PLAYER RATINGS



Players are rated in four categories. Sammy sez—"Review the stats before making your choice."



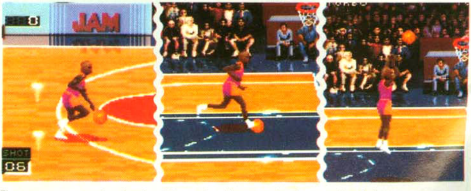
THE SUPREME COURT

MULTI-PLAYER EXTRAVAGANZA

by Acclaim

Oyster Bay, NY—If you're looking for a realistic video hoop game, NBA JAM isn't it. You'd be better off with Nintendo's NCAA Basketball. However, if you want to soar high over the floorboards (and backboards!) with the pros—NBA JAM is the only game in town! Period. This game is a straight arcade translation—four players and all! Instead of hauling all ten players out onto the court for an "official" basketball game, NBA JAM matches up top hoop professionals in fast-paced two-on-two shootouts. One thing you'll instantly notice about the game is that all of the players seem to have super-human abilities. Now, judging from NBA highlight films, you may be inclined to believe that some players are super-human anyway. But seeing Seattle's Shawn Kemp ram home a 20-foot-high end-over-end quadruple-flip, backboard-demolishing monster dunk with two defenders on his back will do more than raise your eyebrows. **Whoa, baby!** Something is going on here . . . and it's fun! The

> **"Something is going on here . . . and it's fun!"**



The game programmers logged an incredible number of hours creating the vast variety of character poses.

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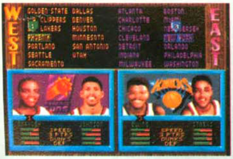
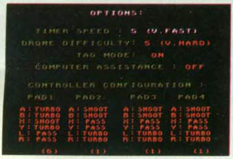
SCENE EXTRA!


WEST
GOLDEN STATE
LA CLIPPERS
LAKERS
PHOENIX
PORTLAND
SEATTLE
SACRAMENTO
DALLAS
DENVER
HOUSTON
MINNESOTA
SAN ANTONIO
UTAH
ATLANTA
CHARLOTTE
CHICAGO
CLEVELAND
DETROIT
INDIANA
MILWAUKEE
BOSTON
MIAMI
NEW JERSEY
NEW YORK
ORLANDO
PHILADELPHIA
WASHINGTON
EAST
SPEED
3 PTRS
DUNKS
DEF
SPEED
3 PTRS
DUNKS
DEF

Choose to play as one of two actual pro hoop stars when you select your team. Recognize anyone?

graphics are detailed to the point where the physical characteristics of all 54 players are easily discernable. Everything from height to the amount of hair a player has on his head is player-specific. Naturally, some players are better than others. In turn, it's only obvious that some teams are going to be better than others. On the team/player selection screen, you'll see a chart showing abilities for each player in four important categories: speed, 3-point shooting, dunks, and defense. Choose wisely.



```
                OPTIONS:

     TIMER SPEED  :  5  (V.FAST)
   DRONE DIFFICULTY:  5  (V.HARD)
           TAG MODE:  ON
    COMPUTER ASSISTANCE  :  OFF

   CONTROLLER CONFIGURATION :
   PAD1      PAD2       PAD3      PAD4
 A:TURBO   A:SHOOT    A:SHOOT   A:SHOOT
 B:TURBO   B:SHOOT    B:SHOOT   B:SHOOT
 X:SHOOT   X: PASS    X: PASS   X: PASS
 Y:TURBO   Y: PASS    Y: PASS   Y: PASS
 L: PASS   L:TURBO    L:TURBO   L:TURBO
 R: PASS   R:TURBO    R:TURBO   R:TURBO
    (6)       (1)        (1)       (1)
```

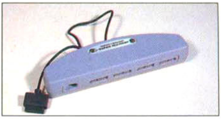
Set the overall speed of the game and your opponents' (Drone) difficulty levels on the Option screen.

TAP INTO 4-PLAYER JAMMING FUN!

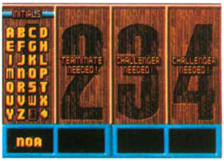
Playing NBA JAM with one or two players is an amazing experience, but when you bump the total number of basketball crazies playing this game up to four, people just go nuts! NBA JAM isn't the *first* Super NES game having the capacity to treat more than two players to simultaneous play, but dare I say that this is the *best* four-player game available for the Super NES, or any other video game system? Sure, I'll say it.

> **". . . the best 4-player game available."**

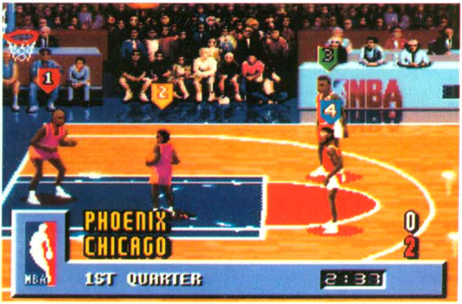
Players can join in during a game, too. Even though the game's artificial intelligence level is quite high and adjustable, there's nothing quite like challenging a human opponent! There are a couple of multi-player accessories available. Hudson Soft's Super Multi-tap 4-player adaptor is available with Super Bomberman. There's nothing wrong with that deal—it's a very cool game. At press time, Bullet Proof Software is planning to offer its own version of a multi-player adaptor. Others may follow soon.



It's four-Controllers-into-one with the Multi-tap accessory. Invite your friends over to play!


INITIALS
ABCD
EFGH
IJKL
MNOP
QRST
UVWX
YZ
NOA
2
TEAMMATE NEEDED!
3
CHALLENGER NEEDED!
4
CHALLENGER NEEDED!

Player 2 can jump in as your teammate while players 3 and 4 will play as your NBA opponents.


1
2
3
4
NBA
PHOENIX
CHICAGO
0
2
1ST QUARTER
2:33

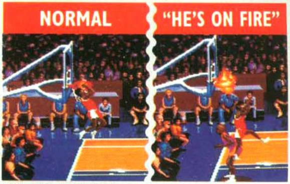
In a classic match-up from the 1993 NBA Finals, Chicago gets on the board first in this NBA JAM game!

GOING TO THE GLASS

I previously mentioned that the players in NBA JAM seemed to have super-human powers. Their incredible moves are made possible by the presence of the Turbo Buttons–L and R on the Controller. The gauge under a player's name on the screen represents the amount of "Turbo power" he has. Several things happen when you press the L or R Button. First of all, your shoes will turn color for as long as you depress the Button and for as long as you have Turbo power remaining. When the Turbo function is in effect, you can run the court faster and you can jump higher. This combination can make for some sick dunks! Another important point is that if you manage to score three times in a row without letting the opposing team score, you will be "on fire." The ball will glow with heat, smoke will trail from the leather orb when you put it up and the net will incinerate when you score a hoop! Your chances of scoring are *greatly* enhanced when you are on fire. As an added bonus, you also have *unlimited* Turbo use when you're on fire, so keep the L or R Button pressed until the other team scores and you resume your "normal" playing status.

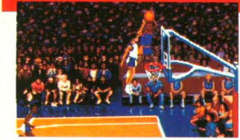
> **". . . the net will incinerate when you score a hoop!"**

Some players have more impres-

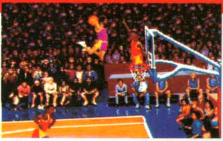


When a player scores two buckets in a row, you'll hear the commentator bellow, "He's heating up!" If you manage to score again without the opposing team scoring, this will be the fiery result.

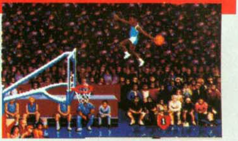
JAM-BOREE!



New York's John Starks goes up and over Detroit's Bill Laimbeer for a straight two-handed stuff!



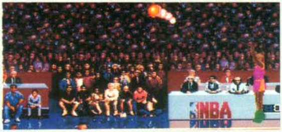
LA Laker Vlade Divac, not necessarily a dunking powerhouse, makes a strong move to the hoop.

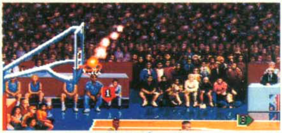


Charlotte's Larry "Grandmama" Johnson shows 'em how it's done! Wait–where are the dress and the wig?!?

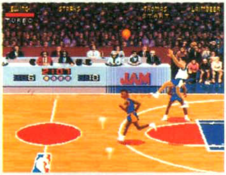
DIVISION	WESTERN: MIDWEST					
LOCATION	DALLAS	DENVER	HOUSTON	MINNESOTA	SAN ANTONIO	UTAH
PLAYERS & TEAM LOGO						
OFFENSE	★★★	★★★½	★★★★	★★★	★★★★	★★★★½
DEFENSE	★★★★½	★★★★½	★★★★	★★★	★★★★	★★★★
SAMMY'S CORNER	Avoid taking it into the paint with these guys–they struggle on the offensive side of things. The bright spot for the Mavs is their defensive talents, especially Harper.	The Nuggets have a strong inside game and play tenacious defense, but you can forget about taking the offense outside the three-point line. It's non-existent from trey-ville!	Hakeem "The Dream" Olajuwon, with his outstanding play, has turned Houston's chances of taking the title a reality! His inside game is tough. He's the ruler of the paint!	Looks like it could be another ho-hum season for the fledgling Timberwolves, especially when you take a gander at their ho-hum strengths. Not the best choice of teams.	Can Mr. Robinson kick up his Spurs to make a run for the playoffs this year? It's possible. San Antonio is destined for greatness . . . soon, but probably not right now.	Here's yet another contender! John Stockton can take care of business from the perimeter while Karl "The Mailman" Malone delivers the goods right on time from the paint.

sive dunks than others. The extreme dunks usually occur when a player is "on fire." They get all charged up and have a greater tendency to go for something really wild. Even a player who has little or no dunking talent can put on a clinic when he's on fire. The same goes for passing and three-point shooting. Any player will experience greater passing and three-point accuracy when he's on fire. For players like Golden State's Chris Mullin, Detroit's Isaiah Thomas and Orlando's Scott Skiles, to be on fire is a double-bonus in the three-point shooting category. All three are excellent shooters. Sacramento's Mitch Richmond and Detroit's Isaiah Thomas can literally fly down the court when they're on fire. These two speedsters have the fastest wheels in the NBA. Since they are both great three-point shooters, they'll have a distinct advantage when it comes to getting open to attempt the three-point shot. Speaking of three-point attempts, don't be afraid to take an extraordinarily long shot. Shots taken from behind the half court line connect with their target more often than you think they should. Last-second, full-court desperation shots have been game winners on many occasions! Christian Laettner has been known to toss in some extremely long treys. In summary, whatever offensive moves you make, the addition of Turbo seems to help.





Phoenix's Sir Charles Barkley shells the rock from three-point land! He's not just heating up . . . he's on fire, baby!



From the opposite end of the court, Detroit's Bill Laimbeer throws up a Hail Mary shot.

ROCK TOSSERS & RIM WRECKERS

Here are Slammin' Sammy's choices for the top three NBA JAMmers in the three-point shooting and dunking categories. (Your results may vary slightly.)

ROCK TOSSERS

1. Chris Mullin (Golden State)
2. Isaiah Thomas (Detroit)
3. Scott Skiles (Orlando)

RIM WRECKERS

1. Shawn Kemp (Seattle)
2. Clyde Drexler (Portland)
3. Kenny Anderson (Orlando)

WESTERN: PACIFIC

GOLDEN STATE	LA CLIPPERS	LA LAKERS	PHOENIX	PORTLAND	SEATTLE	SACRAMENTO
★★★★	★★★	★★★	★★★★½	★★★★½	★★★★	★★★★½
★★★	★★★	★★★	★★★	★★★½	★★★	★★½
The Warriors are quick and are good shooters, especially with Mullin taking top honors in the three-point area. However, they don't fare quite as well on the defensive end of things.	Manning and Harper complement each other quite well on the court for the struggling Clippers. However, neither displays All-Star talents in any important category. Too bad.	The Wonder Years for the Lakers are long gone, but if James Worthy is still on the court, things can't be all bad. Divac makes up for his snail-like speed with tough-guy defense.	A contender for the title this year! The Round Mound of Rebound and an under-rated Kevin Johnson front a balanced attack. Sir Charles certainly takes the cake—and eats it, too!	The omnipresent Clyde "The Glide" does just about everything on the court. Back him up with Kerry Porter, a fairly decent three-point shooter, and you've got a winning combo!	Could the Sonics go all the way in '94? Seems reasonable. Especially when you consider that Shawn "Reign Man" Kemp hardly ever misses a jam. Schrempf struggles a bit.	Overall, Waymon Tisdale is good, but Mitch Richmond is king of the court when Sacramento comes to town. He does everything except play good defense. Be careful of that.

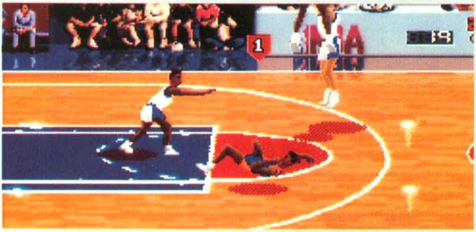
AGGRESSIVE "D" IS KEY

Even though NBA JAM is a showcase for the offensive talents of NBA superstars, defense can never be ignored. Impressive displays of dunking power will always bring the crowd to its collective feet, but an impressive display of defense will win them over and make true fans of them. It will also win you a lot of games. Let me put it this way: If *they* can't score—*you* can't lose! This adage only holds true if *you* can score, but I think you get the idea. Since NBA JAM doesn't feature referees, it follows that there aren't any fouls.

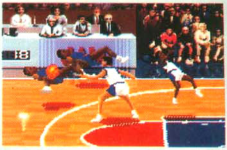
> **"If they can't score—you can't lose!"**

Some people may call it "rat ball" at the professional level, but in NBA JAM, you have to play tough D if you want to win. That means taking your opponents out by pushing them out of the way whenever you possibly can.

There are several important techniques that I'd like to mention here. First of all, if one of the players on the opposing team seems to be getting the ball more often than the other, you should consider double-teaming him. The more pressure you can apply, the better your chances are of getting a turnover. Second, if you want to retain your hot streak and remain "on fire," just goaltend any shot that your opponent throws up. Play strong defense when they throw the ball in bounds, but drop back and go for the goaltend if they manage to work the ball down court. They'll be credited with the points if you are caught goaltending, but your hot shooting streak will continue. I'd trade two-pointers for three-pointers and easy dunks all day if I could. How about you?



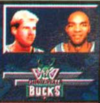
Even a relatively diminutive guy like Isiah Thomas can knock big Patrick Ewing out of the way.



Notorious for his defensive play, Bill Laimbeer knocks both Ewing and Starks to the floor. Thomas, too!

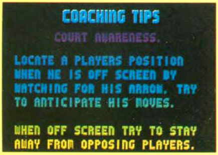
Try to position yourself in the "passing lanes." What this means is that you should move to a position that is directly in line between the two opposing players. If you can keep moving into their passing lanes, your chances of stealing an errant pass are greatly magnified. Players with a lot of speed and good defensive skills will come

EASTERN: CENTRAL

ATLANTA	CHARLOTTE	CHICAGO	CLEVELAND	DETROIT	INDIANA	MILWAUKEE
						
★★★★	★★★★½	★★★★½	★★★½	★★★½	★★★	★★★
★★★	★★★½	★★★★½	★★★	★★★★	★★½	★★★★
Dominique "The Human Highlight Film" Wilkins and teammate Stacey Augmon should be able to do quite well because they have a good balance between offense and defense.	Extremely strong in all areas, Charlotte's Johnson and Mourning should be able to run with anyone. With the exception of New York, they're the most talented team in the East.	The defending NBA champions can't be like Mike anymore. Who cares? If they can "be like Scottie," they'll be doing just fine. Pippen is arguably the best player in the NBA.	Considered underdogs, but possessing the ability to surprise anyone, Mark Price and Brad Daugherty make up a team that has a promising future ahead. The Cavs could be hot!	Forget about trying to impress anyone with Detroit's dunking ability. It's nowhere to be found! Zip. Nada. However, everything else seems to point to a team that can win big.	Reggie Miller is a better player than Derrick McKey, but the Hoosier state's only pro hoop team could take some lessons from the collegiate powerhouses in the state.	Match Milwaukee up against Indiana and you'd have yourself a pretty close, albeit pretty uneventful, game. Nonetheless, Lohaus and Edwards complement each other quite well.

WISDOM FROM THE BENCH

Twice during a game—between the first and second and then again between the third and fourth quarters—coaching tips will serve to give you some pointers and advice.



COACHING TIPS

COURT AWARENESS.

LOCATE A PLAYERS POSITION WHEN HE IS OFF SCREEN BY WATCHING FOR HIS ARROW. TRY TO ANTICIPATE HIS MOVES.

WHEN OFF SCREEN TRY TO STAY AWAY FROM OPPOSING PLAYERS.

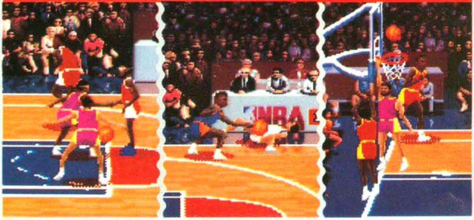
NBA players are the best in the world. They don't even need to be coached, right? Well, even the pros need some help at times. As I mentioned previously, NBA JAM will offer offensive and defensive tips between quarters. Pay close attention to the information you receive. It may just help you to gain the edge over your competitor. Generally, the best moves, both offensively and defensively, require that you use the Turbo Button. For example, before putting up a jump shot, tap the L or R Button quickly to throw your elbows. This will usually clear away any pesky defenders who are trying to get in your face. This technique also works wonders after you've grabbed a rebound. Fast Turbo passes are less likely to be intercepted and stolen by the defense. When playing defense, run up to the ball-handler while you are holding the Turbo Button and press the steal Button. Doing so will result in the ball-handler being pushed to the floor if you are in the proper position. Knocking him down a few times in a row usually results in a turnover. Steal it!

out of a game with the most steals. The ability to steal the ball is crucial to scoring consecutive buckets and attaining the desired "on fire" status.

Players with good defensive abilities who are fast of foot should apply pressure to the ball-handler as he brings it up the court. The taller players usually have good defensive abilities but are not as fast of foot. These are the guys that you want in the paint. They can block shots like they're swatting flies.

In a way, it's more difficult to play great defense than it is to be a great offensive threat. Teams that can cause many turnovers will end up ruling the courts in NBA JAM!

MATCH UP! PLAY HARD!



The best way to play defense on NBA JAM is man-to-man and in their face! Remember, there are no referees so there are no fouls. Commit all the flagrant fouls that you want. Get mean and get after that basketball!

EASTERN: ATLANTIC

BOSTON	MIAMI	NEW JERSEY	NEW YORK	ORLANDO	PHILADELPHIA	WASHINGTON
★★½	★★★	★★★★	★★★★★	★★★	★★★	★★½
★★★★½	★★½	★★★★★	★★★★	★★½	★★½	★★★½
Dee Brown runs the offensive show for the Celtics, while Robert "The Chief" Parrish still has enough athletic prowess to control the boards on the defensive end of things.	The Heat don't have a flair for heating it up on the offensive end of the court, but both Rony Seikaly and Harold Miner get things smokin' when they take a defensive position.	The Nets probably won't be seeing a lot of their shots incinerate the nets, especially if they run up against a team that plays strong defense. They need time to mature.	Strong in all categories, especially defense, the Knicks definitely have a shot at the NBA title this year. Patrick Ewing will undoubtedly be on the ballot for the MVP voting.	Anderson can't shoot from the outside and Skiles can't dunk, but if you reverse those roles, you've got a team that can perform magic on the court! Where's the Shaq Attaq?	Weatherspoon and Hornacek run the floor well and shoot consistently well, but the Sixers are still looking for someone to replace Dr. J. Remember him? Good luck, Philly.	The Bullets aren't bad, but they lack the cohesiveness and raw talent to make themselves a contender in the East. Gugliotta can really play the D and Grant's quick, though.

WOLFENSTEIN 3D™

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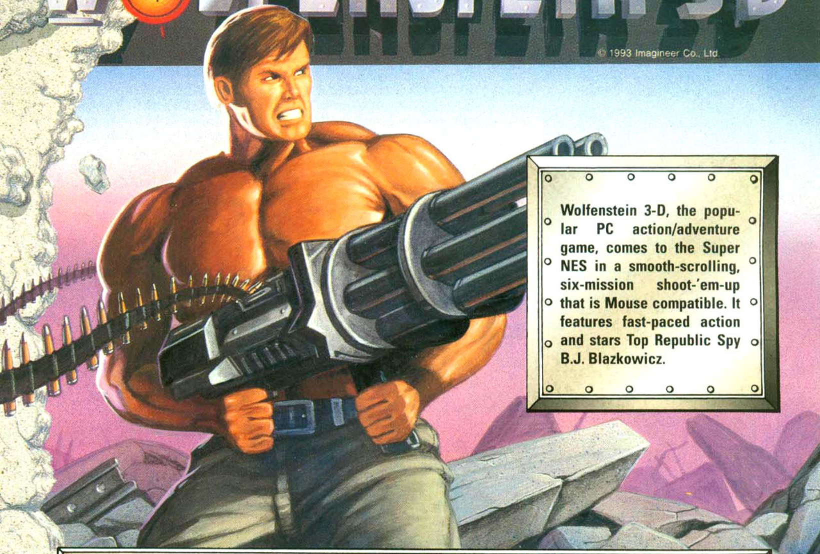
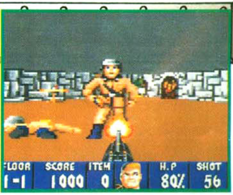


Wolfenstein 3-D, the popular PC action/adventure game, comes to the Super NES in a smooth-scrolling, six-mission shoot-'em-up that is Mouse compatible. It features fast-paced action and stars Top Republic Spy B.J. Blazkowicz.

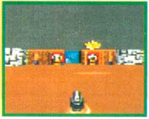
A MAN ON A MISSION

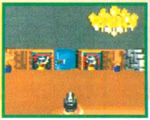


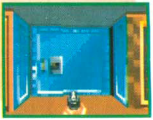
It's top Republic spy B.J. Blazkowicz, at your service. When the mission calls for the best, the president calls for Blazkowicz.

B.J. Blazkowicz reports directly to the president, who depends on him to get the job done—no matter what the job is. He has an impeccable record and a hard-earned reputation as a man who always manages the mission and comes back alive—a tough combo in this line of work. This series of missions takes B.J. through many maze-like levels, each more deadly than the last, as he battles his way to his ultimate confrontation with the Master State's corrupt commander in chief, the Staatmeister. This PC classic makes an impressively smooth transition to the Super NES, but we recommend using a regular Controller rather than the Mouse, which can make maneuvering confusing.

The mazes are shown in first-person perspective. You'll see your hand and the weapon you've acquired as you turn and search your surroundings.

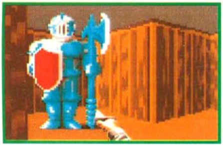




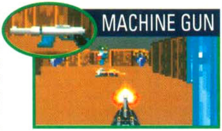


SPY SUPPLIES

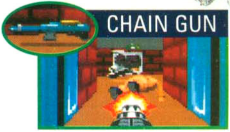
Blazkowicz starts the game armed only with a pistol, which is weak compared to the more powerful weapons he'll find as he searches the different floors. He picks them up by walking over them. The shot meter keeps track of how much ammo is on hand for each weapon, and the Select Button cycles through the available weapons.



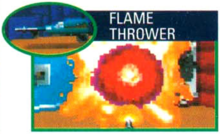
If you use up all of your ammunition, you'll be stuck trying to defend yourself with the Knife, which is practically useless against strong enemies.



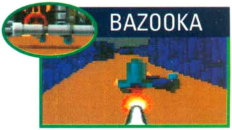
The fast and powerful Machine Gun is the first weapon you'll find. Hold the fire button down for rapid fire.



The barrel of the Chain Gun rotates rapidly as it fires off a stream of shots. It uses lots of ammo.



The enemies will hot-foot it out of there when you turn up the heat using the Flame Thrower. It's hot!

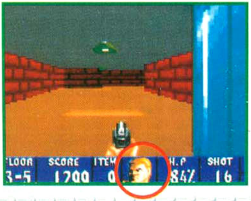


The dreaded Bazooka is the most powerful weapon in the game. Use it to fire single—but powerful—rockets.

BEFORE BLAST-OFF

1 WATCH YOUR BACK!

Some of the enemies shout at you, but others are totally silent. You won't hear them stalking you. Watch B.J.'s face in the box at the bottom of the screen. He'll turn when someone's sneaking up behind him.

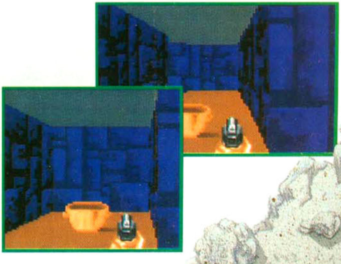


2 HIDE BEHIND CLOSED DOORS

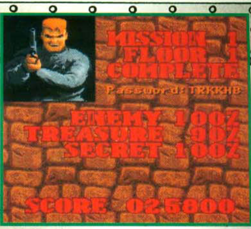
Use the doors as shields. Open them, then, if enemies are out of range, let the doors close and wait until the enemies come closer. Fire as the doors open again.

3 FIND THE SECRET ROOMS

Each level has secret rooms. To find them, approach a section of wall, a painting or closed curtain and press the A Button. If the panel is hiding a secret room, a portion of the wall will slide back.



MISSION BRIEFING



MISSION 1
FLOOR 1
COMPLETE
Password: TRKKHB

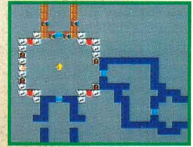
ENEMY 100%
TREASURE 90%
SECRET 100%

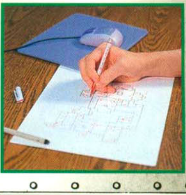
SCORE 025800

All sorts of treasures are hidden on the different floors, ill-gained goods hoarded by the Staatmeister. If you find all of it, you'll earn a bonus. If you find 50 of the treasures, you'll earn a 1-Up. You can also earn bonus points by defeating all of the enemies on the floor and by finishing within the Par time.

MAKE YOUR OWN MAPS

The game has a handy map feature that you can access by pressing the Start Button, but it charts only where you've been, not where you're going, so it's a good idea to get out some graph paper and sketch your own map as you work your way through the floors. That way you can mark the locations of enemies and secret rooms.



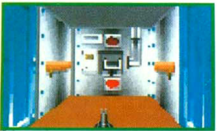


MISSION 1
FLOOR 1

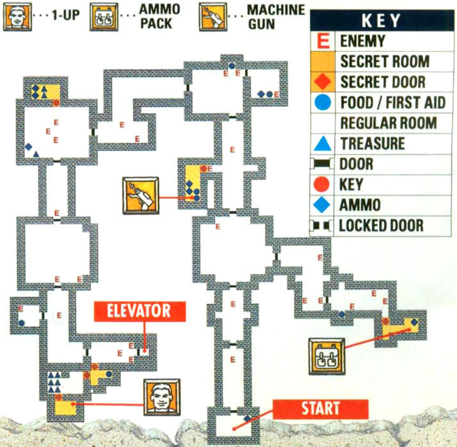
Blazkowicz's first mission starts in the dungeon of a castle outside Dresden. He breaks out of his cell, knocks out the guard, takes his Pistol and Knife then fights to escape.

ENEMIES:	**27**	**KEYS:**	**0**
TREASURES:	**9**	**SECRET DOORS:**	**6**
WEAPONS: MACHINE GUN			

Along with the alien soldiers, you'll encounter huge, mutant rats with rabid appetites for spies.



To exit each floor, step into the elevators and go up to the next challenge on the floor above.



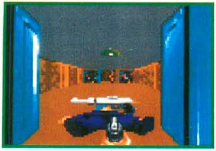
1-UP
AMMO PACK
MACHINE GUN
KEY
E ENEMY
SECRET ROOM
SECRET DOOR
FOOD / FIRST AID
REGULAR ROOM
TREASURE
DOOR
KEY
AMMO
LOCKED DOOR
ELEVATOR
START

MISSION 1 FLOOR 2

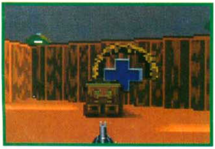
The second floor is large and packed with enemies. Make the long trip to the northwest corner of the floor to pick up the Chain Gun, then work your way to the elevator.

ENEMIES:	38	**KEYS:**	0
TREASURES:	10	**SECRET DOORS:**	6

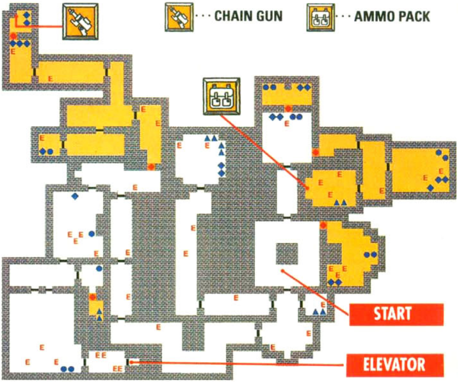
WEAPONS: CHAIN GUN, MACHINE GUN



The Elite Guards carry Machine Guns and are highly trained. When you defeat one, pick up his gun.



Be sure to pick up the Ammo Pack. It will increase the number of bullets you can carry.

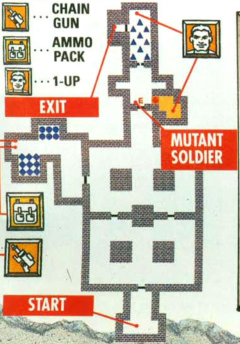


MISSION 1 FLOOR 3

There is only one enemy, but he's a mutant hulk with one objective programmed into his mech-brain: Destroy Blazkowicz. There are lots of First Aid boxes–and you'll need every one.

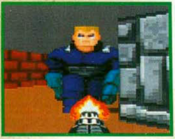
ENEMIES:	1	**KEYS:**	1
TREASURES:	9	**SECRET DOORS:**	1

WEAPONS: CHAIN GUN



MEET THE ULTIMATE SOLDIER

Even with the Chain Gun, you're no match for the Ultimate Soldier in one-on-one combat. Be cunning. Watch your back and try to attack from around corners.



Don't go toe-to-toe with him. Use the blocks in the center of the room defensively. Attack from around the corners, and power-up when your energy runs low.

MISSION 2
FLOOR 1

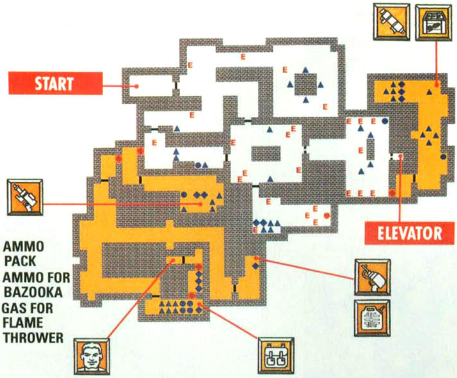
In his madness, scientist Hans Grösse has developed a deadly cache of chemical weapons. Your assignment in this mission is to break into his isolated castle to terminate Hans.

ENEMIES:	**24**	**KEYS:**	**1**
TREASURES:	**37**	**SECRET DOORS:**	**5**

WEAPONS: CHAIN GUN, BAZOOKA FLAME THROWER, MACHINE GUN

KEY	
E	ENEMY
🟧	SECRET ROOM
◆	SECRET DOOR
●	FOOD / FIRST AID
☐	REGULAR ROOM
▲	TREASURE
▬	DOOR
●	KEY
◆	AMMO
▪▪	LOCKED DOOR

- ··· CHAIN GUN
- ··· FLAME THROWER
- ··· BAZOOKA
- ··· 1-UP
- ··· AMMO PACK
- ··· AMMO FOR BAZOOKA
- ··· GAS FOR FLAME THROWER



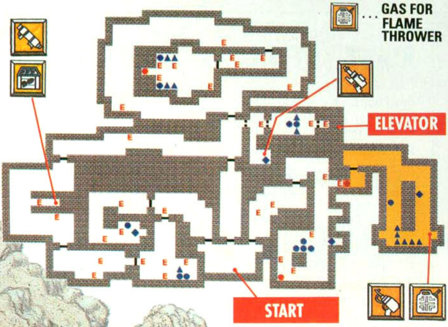
MISSION 2
FLOOR 2

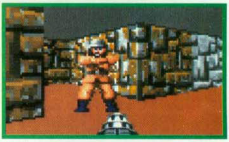
There is only one Secret Room on Floor 2--many alcoves have enemies, not secrets, hiding in them. Replenish your supply of Gas for the Flame Thrower and get set to fry mutants.

ENEMIES:	**33**	**KEYS:**	**2**
TREASURES:	**13**	**SECRET DOORS:**	**1**

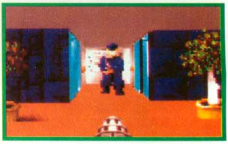
WEAPONS: BAZOOKA, CHAIN GUN FLAME THROWER, MACHINE GUN

- ··· BAZOOKA
- ··· AMMO FOR BAZOOKA
- ··· FLAME THROWER
- ··· CHAIN GUN
- ··· GAS FOR FLAME THROWER





Have your weapon at the ready when you come to alcoves. Many of them house mutant enemies.

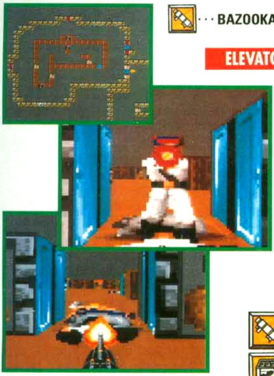


Just when you think you've reached safety, an Elite Guard will attack as you open the locked door.

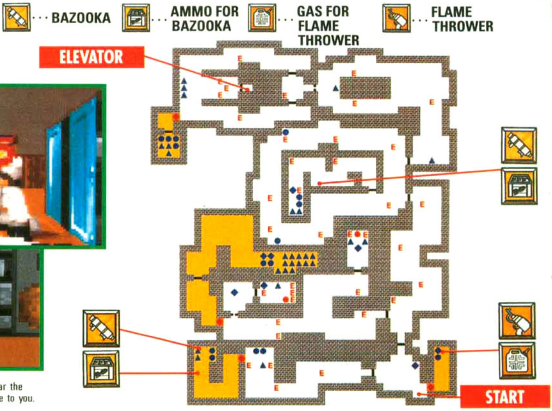
MISSION 2 FLOOR 3

There are lots of silent officers on this floor. When you run low on ammo or energy, seek out one of the Secret Rooms, which house healthy quantities of Power-Ups.

ENEMIES:	37	KEYS:	2
TREASURES:	29	SECRET DOORS:	4
WEAPONS: BAZOOKA, MACHINE GUN, FIRE THROWER			



Many soldiers lurk in the large room near the center. Wait at the door for them to come to you.


··· BAZOOKA
··· AMMO FOR BAZOOKA
··· GAS FOR FLAME THROWER
··· FLAME THROWER
ELEVATOR
START

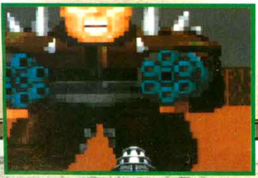
MISSION 2 FLOOR 4

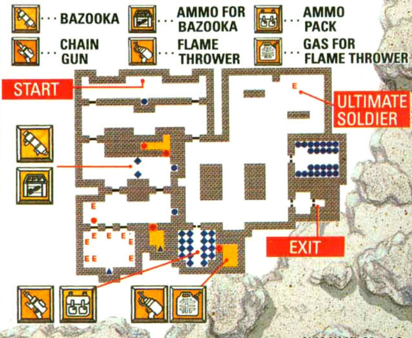
Another of Dr. Schabbs' experimental soldiers rules on Floor 4. Once again, you'll find yourself going up against a much more powerful foe, so use brainpower before firepower.

ENEMIES:	9	KEYS:	3
TREASURES:	2	SECRET DOORS:	3
WEAPONS: BAZOOKA, FLAME THROWER, MACHINE GUN, CHAIN GUN			

HANS GRÖSSE'S GUARD

Dr. Schabbs is trying to create the ultimate soldier by grafting guns into the chests of mutant soldiers who expire. You met one in Mission 1; another awaits here. Attack from around corners.




··· BAZOOKA
··· AMMO FOR BAZOOKA
··· AMMO PACK
··· CHAIN GUN
··· FLAME THROWER
··· GAS FOR FLAME THROWER
START
ULTIMATE SOLDIER
EXIT

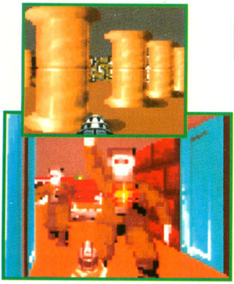
MISSION 3 FLOOR 1

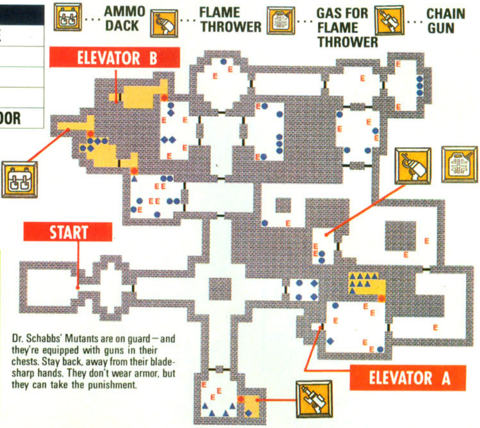
It's time to put a stop to Dr. Schabbs' evil Operation Eisenfaust. You must find the doctor and his re-animation serum to keep him from creating more of his massive mutants.

ENEMIES:	**33**	**KEYS:**	**0**
TREASURES:	**13**	**SECRET DOORS:**	**5**

WEAPONS: CHAIN GUN, FLAME THROWER, MACHINE GUN

KEY			
E	ENEMY	▲	TREASURE
🟨	SECRET ROOM	▬	DOOR
♦	SECRET DOOR	🔴	KEY
🔵	FOOD / FIRST AID	🔷	AMMO
□	REGULAR ROOM	▪▪	LOCKED DOOR




AMMO DACK
FLAME THROWER
GAS FOR FLAME THROWER
CHAIN GUN
ELEVATOR B
START
ELEVATOR A

Dr. Schabbs' Mutants are on guard—and they're equipped with guns in their chests. Stay back, away from their blade-sharp hands. They don't wear armor, but they can take the punishment.

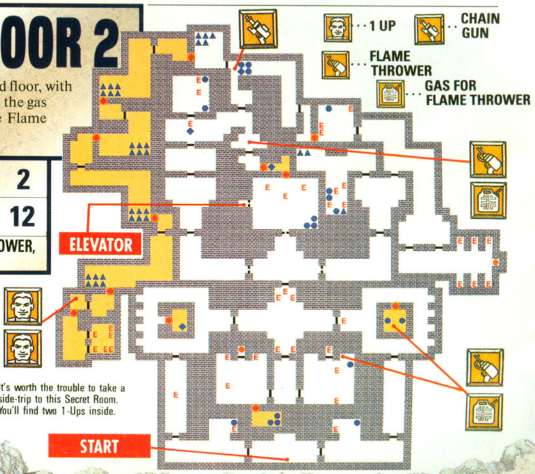
MISSION 3 FLOOR 2

The action heats up on the second floor, with lots of tough enemy attacks. Find the gas canisters—you'll want to use the Flame Thrower.

ENEMIES:	**38**	**KEYS:**	**2**
TREASURES:	**32**	**SECRET DOORS:**	**12**

WEAPONS: CHAIN GUN, FLAME THROWER, MACHINE GUN

FLOOR 3-2
SCORE 4900
ITEM 19
H.P 100%
SHOT 97

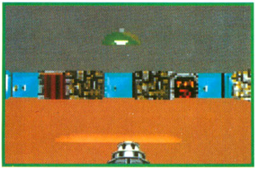

1 UP
CHAIN GUN
FLAME THROWER
GAS FOR FLAME THROWER
ELEVATOR
START

It's worth the trouble to take a side-trip to this Secret Room. You'll find two 1-Ups inside.

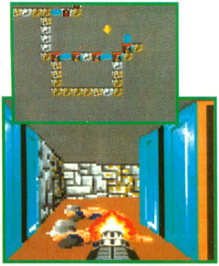
MISSION 3
FLOOR 3

Most rooms on the third floor have multiple doors, making choosing a route more difficult. The going is more dangerous because enemies attack from more than one direction.

ENEMIES:	**58**	**KEYS:**	**2**
TREASURES:	**2**	**SECRET DOORS:**	**7**
WEAPONS: FLAME THROWER, MACHINE GUN			

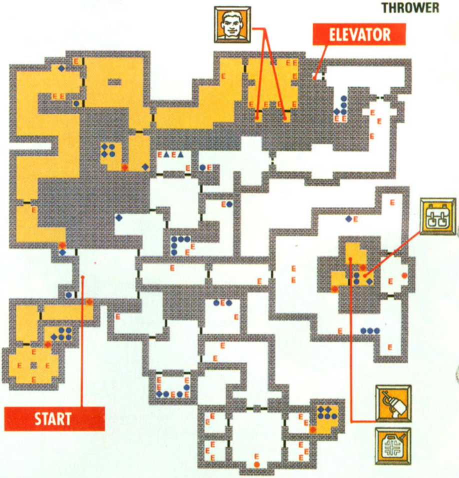


If you want to uncover all of the secrets and cover the whole floor, go through the right door first, the center door second and the left door last.



In rooms with multiple doors, enter and quickly take out all enemies. If you take too long, soldiers will exit another door and attack you from behind.

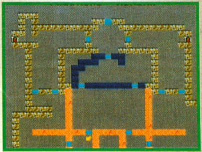
··· 1 UP ··· AMMO PACK ··· FLAME THROWER ··· GAS FOR FLAME THROWER



MORE MISSIONS, MORE MUTANTS

This is just the beginning for B.J. Blazkowicz. As he proves himself worthy, the president will assign him ever-more treacherous and important missions. Dr. Schabbs becomes craftier as time passes, and his horrible creations all the more mutated. Remember that charting your own course using graph paper will make the missions easier. Twenty more floors await!

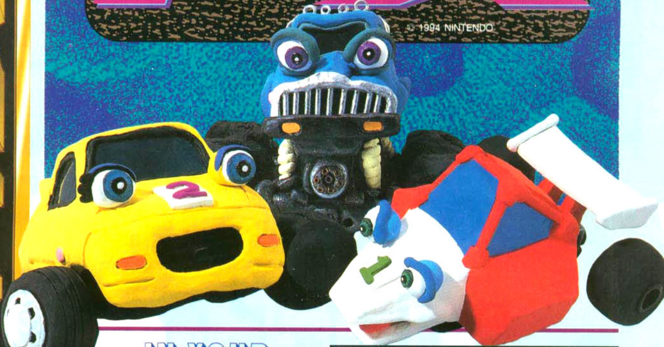
Dr. Schabbs' demonic mind is hard at work creating ever-more mutated soldiers to stop Blazkowicz.



The maps become more complicated with each floor. Chart your progress.

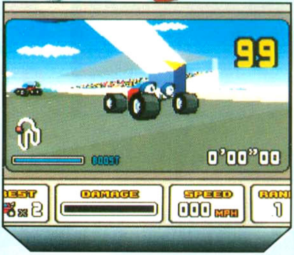
Stunt Race FX™

© 1994 NINTENDO

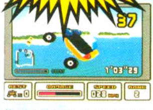


IN YOUR RACE ACTION

When Star Fox was released one year ago, Super NES players got a glimpse of the future with fast, 3-D scrolling worlds of fun. Now that the second Super FX game is about to be released, you'll see that the future is nearly here. Nintendo's Stunt Race FX puts you behind the wheel of vehicles with lives of their own. Even with this early, unfinished version, you can see that this game is headed for a championship season.


99
BOOST
0'00"00
BEST
×2
DAMAGE
SPEED
000 MPH
RANK
1

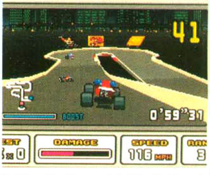
CRASH COURSES


37
1'03"29
DAMAGE
SPEED
028
RANK
2

Keeping your car on the road and all-in-one piece isn't easy.

HANG ON TIGHT

High speeds and tight corners aren't new to racing, but combine them with a 3-D cliff and falling boulders and that's racing for your life! On spectacular crashes, your car flies apart, then reassembles itself so you can do it again.

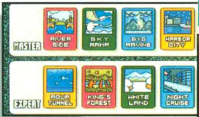

41
BOOST
0'59"31
×0
DAMAGE
SPEED
116 MPH
3

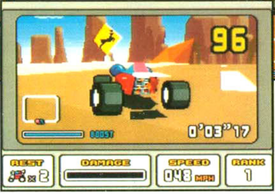
You'll lose time if you crash, but the effect is great.

4X TRAX

Stunt Race FX combines four modes of play. Two players can race in the split-screen view or one player can challenge the clock or computer drivers. Besides widely different tracks, the twelve courses also feature varying weather and daylight conditions.

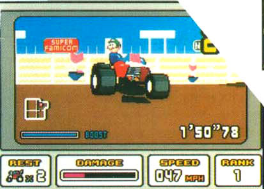
SPEED TRAX


MASTER
RIVER SIDE
SKY RAMP
BIG RAVINE
HARBOR CITY
EXPERT
AQUA TUNNEL
KING'S FOREST
WHITE LAND
NIGHT CRUISE


96
BOOST
0'03"17
REST
x2
DAMAGE
SPEED
048 MPH
RANK
1

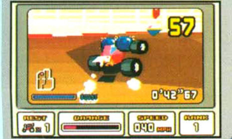
Go flat out and try not to get flattened on the Speed Trax courses.

74
BOOST
0'26"22


SUPER Famicom
BOOST
1'50"78
REST
x2
DAMAGE
SPEED
047 MPH
RANK
1

Stunt Trax arenas have an assortment of obstacles like hills, walls and flags.

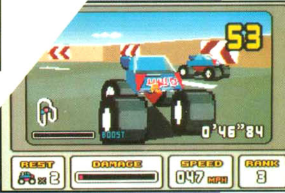
STUNT TRAX


57
0'42"67
REST
x1
DAMAGE
SPEED
040 MPH
RANK
1

A jillion jumps and hairpin curves!

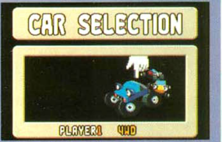
TRAX FAX

The novice tracks include Flat Field, Sunset Valley, Sea Breeze and Night Owl. The expert tracks are Aqua Tunnel, White Land, Mt. Storm and Night Cruise. Each track has unique conditions. There are four Master courses, too.

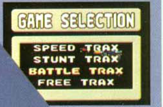

53
BOOST
0'46"84
REST
x2
DAMAGE
SPEED
047 MPH
RANK
3

"Wait 'til you see the lights of their eyes!"

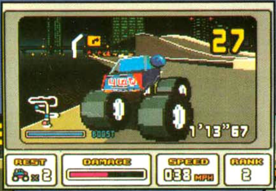
BATTLE TRAX


CAR SELECTION
PLAYER1 4WD

Thrashing a friend is always more fun than beating the computer.


GAME SELECTION
SPEED TRAX
STUNT TRAX
BATTLE TRAX
FREE TRAX

FREE TRAX


27
BOOST
1'13"67
REST
x2
DAMAGE
SPEED
038 MPH
RANK
2

Explore each course without worrying about beating the clock in the Free Trax mode.

Nintendo
79
BOOST
0'20"83

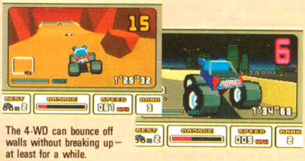
67
BOOST
0'33"01

MAKING TRAX

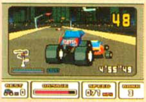
Although the eyes-for-headlights may make these vehicles look intelligent, they need your help to stay on track. The charts below show the strengths of each one.

4-WD

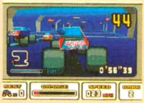
The Four Wheel Drive has fast acceleration and a strong body that can take lots of punishment.


15
1'25"32
REST
DAMAGE
SPEED
061
RANK
3
6
1'34"68
005
2

The 4-WD can bounce off walls without breaking up – at least for a while.

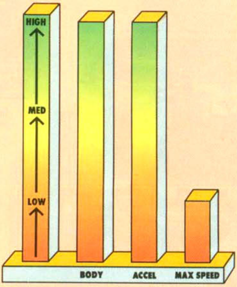

48
4'55"49
071
3

Getting up to speed quickly helps on curvy courses.


44
0'56"39
023
2

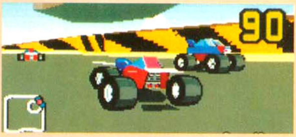
Maximum speed on the 4-WD is limited.

PERFORMANCE RATINGS

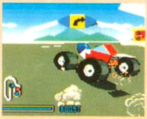


F-TYPE

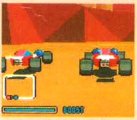
The F-Type Racer is built for top-end speed that will blow the competition off the road.



The F-Type racer requires lots of skill. Once you get up to speed, you can't afford to make a mistake.

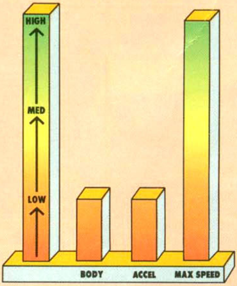


Acceleration is slow in this machine, so keep it revved!



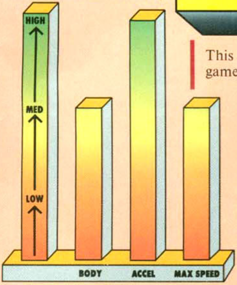
The F-Type wasn't built for toughness. One side-swipe will crunch it.

PERFORMANCE RATINGS

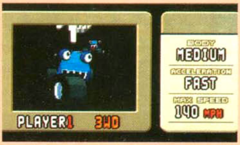


3-WD

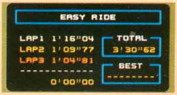
PERFORMANCE RATINGS



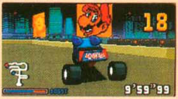
This car is a prize you'll win later in the game, but it handles like a cow on skates.


BODY MEDIUM
ACCELERATION FAST
MAX SPEED 140 MPH
PLAYER1 3WD

The dune-jumping three-wheeler is quick and tough—a good choice for tracks with mixed terrain.


EASY RIDE
LAP1 1'16"04
LAP2 1'09"77
LAP3 1'04"81
0'00"00
TOTAL 3'30"62
BEST

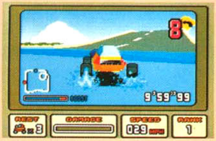
Great acceleration keeps the 3-WD in contention.



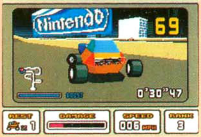
It's small, but it's also tough. That's good since you'll spend lots of time slapping the walls.

COUPE

The Coupe is the most average car. It doesn't do anything exceptionally well, but it does okay in most areas.

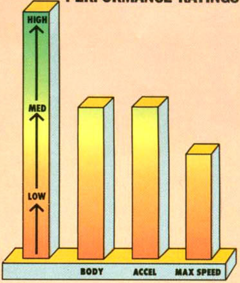


Top speed is 120 MPH with the Coupe, putting it in 3rd place overall.



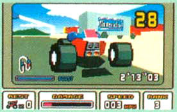
The Coupe handles well and is good for starters.

PERFORMANCE RATINGS

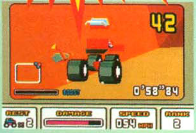


FAX BEHIND THE TRAX

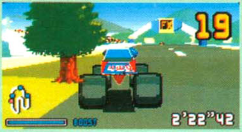
Stunt Race FX is a chip off the old Fox—Star Fox that is. Many improvements have been made in the Super FX and programming techniques making Stunt Race even more impressive. Specialized polygon texture mapping techniques allow for highly detailed objects that move, scale and rotate.



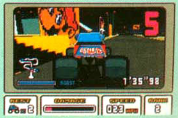
The Nintendo sign on the truck's panel is a scalable texture map.



The vehicles are built from dozens of individual polygons and all of them have to move together.



Since texture maps must be attached to polygon surfaces, non-polygon objects like the tree are really texture maps that have been attached to invisible polygons.



Even in out-of-the-way places you'll see detailed texture maps like this.

C.E.S. Consumer Electronics Show in Las Vegas

The Best Play Here!
THE BEST!

"Wow it's like being in a sci-fi movie."

Borrowing a line from Zoda's Revenge, that's how one new-comer to the Winter Consumer Electronics Show in Las Vegas in January described the annual peek at the future of home electronics, and especially video games.

"The best play here."

The best players in town could be found in the Nintendo booth during the show. **Robby Gordon** and **Jeff Andretti** took on all challengers on the *Stunt Race FX* course. A special competition was held for video game editors, but the asphalt warriors took the checkered flag in every heat. On Saturday, the main event was the bout between **Sugar Ray Leonard** and **Marvin Haggler** who battled to a tie in Electro Brain s *Boxing Legends of the Ring*. **Brent Spiner**, Mr. Data of Star Trek: The Next Generation was on hand all day Thursday to meet show-goers and give his autograph. One of the biggest names to attend the show was director **Steven Spielberg** who stopped by the Silicon Graphics demonstration of Project Reality, where he was overheard to say that the graphics looked incredible.

Race driver Robby Gordon challenged the field at Stunt Race FX.

Nintendo
SiliconGraphics
Project Reality
Coming 1995
Silicon Graphics demonstrated the power of the upcoming Project Reality system.

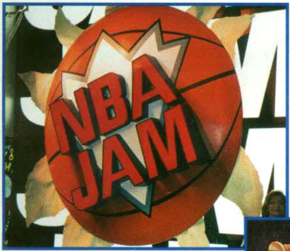
"I can't wait for Project Reality!"

Unfortunately, we'll have to wait until later this year to play the first **Project Reality** arcade games, but the demonstrations of **Silicon Graphics** technology had show-goers counting down the minutes. **Jim Clark**, president of SGI, answered one of the biggest questions: how **Nintendo** will be able to offer so much for so little. Clark explained how economies of scale have reduced the price of personal computers from thousands of dollars to hundreds in less than ten years. Since CES, Nintendo announced that the system will use mega-Game Paks with at least 100 Megabits of memory—five times larger than any game—accessing data at 2 million times the speed of most CD-ROMs.

"It's a toy!"

On his first trip to America, Russian game developer **Eugene Sotnikov**, noted that Vegas was like a big toy, and that is never so true as when more

Sugar Ray Leonard and Marvin Hagler duked it out in Legends of the Ring.

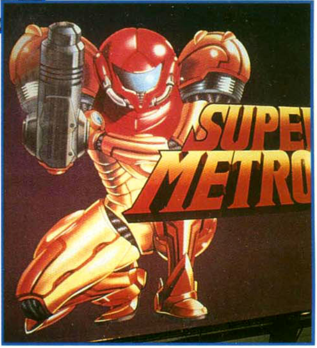

Acclaim's NBA Jam for the Super NES was a smash success.

than 100,000 retailers, reporters and exhibitors show up in town for the annual electronic harvest. Inevitably, **Nintendo of America** was again the biggest kid on the block. NOA dazzled players with some of the brightest games. Players practically drooled over *Super Metroid* and sports fans agreed that *Ken Griffey Jr. Presents Major League Baseball* was the best baseball sim ever for the Super NES. *Stunt Race FX*, although still in development, brought the excitement of Star Fox down to earth with its Super FX, 3-D courses, but a disappointing delay in the development schedule has set the release date back to June. Other games from Nintendo included two NES titles, *Zoda's Revenge: Star Tropics 2* and *Mega Man VI* plus *Wario Land* and *Donkey Kong* for Game Boy.

"I had so much fun, I thought my head would explode."

Luckily, no heads actually blew during the show, but that doesn't mean there weren't some explosive games. **Acclaim**'s *NBA Jam* scored big with hot four-player action. They also announced *Virtual Bart* and showed a version of *Itchy & Scratchy* for the Super NES along with *Spider-Man & Venom: Maximum Carnage*. Acclaim also brings racing indoors with its four-wheeling, *USHRA Monster Truck Wars* and heads out to the ballpark with *MLBPA Grand Slam Baseball*.

Ken Griffey Jr. Presents Major League Baseball was a home run.


Action gamers got a blast out of Super Metroid.

At **Capcom,** the big unveiling of *Saturday Night Slam Masters* was a bit anti-climactic because only a demo was shown. In much better shape were two fantasy fighter adventures—*Knights of The Round* and *King of Dragons*. The biggest surprise was the slightly off-beat *MegaMan's Soccer* starring the Blue Bomber.

You could play Nintendo's Gateway sytem in a mock jetliner.

"All these people must be nuts."

The Looney Tunes bin is far from empty at **Sunsoft**. Next up, the toon-meisters will bring forth *Speedy Gonzalez* and *Tweety & Sylvester* for the Super NES. Further down the road you can expect to see a *Looney Tunes Sports* game starring many of the Loonies and also a game with *Porky Pig*. *Taz* and *Daffy Duck* will debut on Game Boy to round out the Looney Tune round-up, but Sunsoft has even more in store, like *Superman*. Huge characters and some awesome moves including the man of steel's devastating flying dive promise to keep the law-breakers of Megalopolis at bay. Sunsoft also has *Pirates of Dark Water* for this spring and a *Justice League* game containing 25 of the top DC Comic characters for the end of the year.

Interplay s most exciting offering for WCES was *Blackthorne*. Awesome animation and sound caught up players in the eerie sci-fi world. More down-to-earth is *USCF CheckMate Pro*, a chess game reportedly so good you will be able to earn a US Chess Federation ranking by playing it.

With a big screen Stunt Race course ahead and stereo speakers blaring from behind the headrest, these racers came to life.

Virgin Games, just down the street from Interplay, is also pushing the frontiers of quality. One of the most popular titles at the show was Virgin's *Jungle Book*. Both Super NES and NES versions of the game made Power's Best Of list. Virgin also announced that they will develop a Super NES game based on Disney s upcoming animated feature, *The Lion King*.

Accolade's Speed Racer came to life both on and off the screen.

"Boo-yah!"

That's what **Shaq** says when pumping up a three-pointer, and it's one of the things you might hear in **Electronic Arts** upcoming Shaq fighter, tentatively called *Shaq Attaq*. *Bill Walsh College Fooball*, *MLBPA Baseball*, *FIFA Soccer* and *Mario Andretti Racing* will also keep sports fans shouting for more. Behind the scenes, EA also showed early progress on *Jordan's Adventure* in which Michael uses a basketball to dribble around and through various dangers.

"Beam me up!"

Spectrum Holobyte's new family of companies adopted the Star Trek theme while supporting *Star Trek: The Next Generation* for the Super NES. The **Microprose** branch had several games worth watching, including *Impossible Mission 2025* and *Airborne Rangers*. Microprose also showed Power a true-to-the-original adaptation of *Civilization* for the Super NES. At **Bullet-Proof Software**, *Wild Snake* captivated players while *Spike McFang* charmed them with fun play and graphics. BPS also announced that they will release a four-slot, multi-tap for the Super NES. In other trekker news, new licensee **Playmates** showcased *Star Trek: Deep Space 9* and **Interplay** continues work on *Starfleet Academy*.

A warrior of the Klingon Empire visited the Spectrum Holobyte booth.

"Cool robots."

The team from **Absolute** was standing tall and looking good with their flight combat sim, *Turn & Burn: No Fly Zone* while in *Home Improvement* for the Super NES, Tim The Toolman Taylor is in a quest for stolen Binford tools. But the most exciting product in the works at Absolute was *Rise of the Robots*, a 16 megabit, graphically impressive fighter/adventure. **Extreme**, now a part of Absolute, also showed a great variety of games including *Warrior of Rome III*, a strategy game of conquest during the Classical Age. **Gametek** unveiled a new brand name, **Cybersoft**, and a new type of game, *Spectre*. This is a 3-D action game along the lines of *Faceball 2000*, but with some added challenges.

Citadel from **Electro Brain Corp.** is the first licensee game making use of the Super FX chip, and EBC had a fairly advanced demo to show Power along with *Winter Extreme Skiing & Snowboarding*. **Sony Imagesoft** unveiled its first ESPN sports series game for the Super NES, *ESPN Baseball Tonight*. More ESPN titles including a football game will be released later this year. At the **U.S. Gold** booth, *The Incredible Hulk* looked mean and green. They also had two soccer games: *World Cup USA '94* and *Hurricanes*, a soccer adventure. U.S. Gold also won the sports video game rights to the 1996 Summer Olympic games in Atlanta.

Eek The Cat and *The Shadow* were the new titles shown at **Ocean** along with *Mr. Nutz* and *Lemmings* for Game Boy. *Addams Family Values* is also well into development and should be released by this summer. *Mighty Max* of TV fame rounds out the action at Ocean. **Hudson Soft**'s two big games for the first half are *Beauty & The Beast*, now nearing completion, plus *An American Tail—Fievel Goes West*. Hudson also updated the release of the multi-tap, which will be sold separately (without Super Bomberman) starting in February.

Too bad Namco's Suzuka 8 Hours for the S-NES doesn't come with the bike.

"Everyone loves the Beat Hopper."

In addition to the standard fare, you always find some off-beat or down right weird games at CES. The most unique ever is *Sound Fantasy* from **Nintendo** which combines music and images in a mouse game. The active element comes from little bug characters like the Beat Hopper and Star Fly that strike notes when they touch a colored segment. They weren't the only bugs in town, either. **Koei** introduced *Stop That Roach!* for Game Boy, a puzzle game full of the scurrying pests. In **Kemco**'s *Crazy Klown*, the perspective shows action moving toward you as you control a clown who is apt to fall for every pratfall in the book including banana peels. Kemco also has a potentially great adventure game, currently entitled *Drakonecrom*, featuring both action battles and 3-D exploration. At **DTMC**, **Firestriker** looked a lot like Breakout in design, but the four-player variation gives it more of a *Super Bomberman* feel.

SUNSOFT
PAINT
Many show-goers tooned into Sunsoft's Looney Tunes.

"My feet are killing me!"

With almost one hundred licensees spread out over four pavilions, the most common defeat was not to video bosses, but to tight shoes. Here's a round-up of what we stumbled across.

Konami's big announcement had been expected for some time—that *Batman: The Animated Series* is in development for the Super NES. *Rocket Knight* is also in the works. Konami will announce its fall line-up later in the year. There were no real surprises from **Accolade** except that *Bubsy 2* is further along and looks even better than expected. *Barkley: Shut Up and Jam!* shows players the rougher side of basketball while *Speed Racer* combines driving and adventure stages.

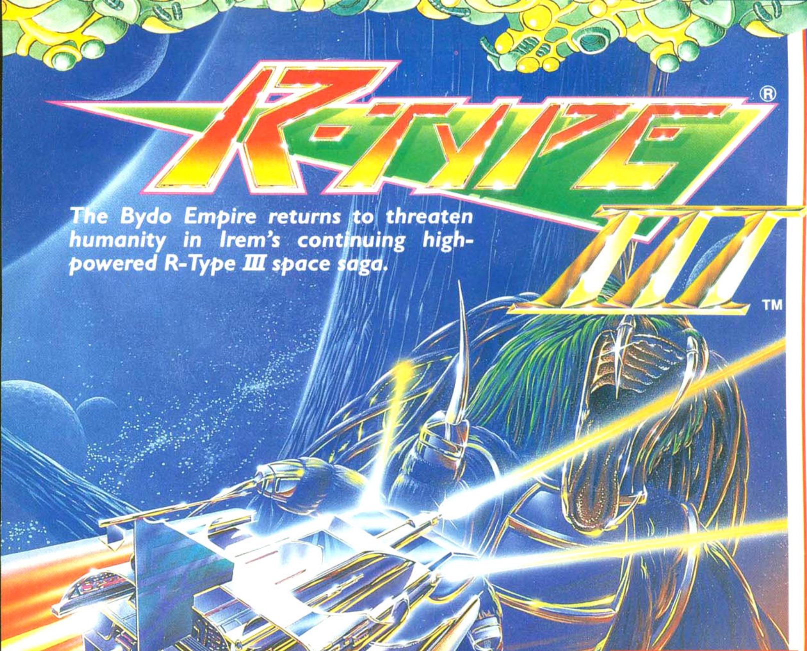
Tecmo MLBPA Baseball is still in development at **Tecmo**, but it looked impressive and featured both offensive and defensive perspectives. Tecmo also revealed that they would have further news on the sporting front later in the year including a *Tecmo Hockey* game with the NHLPA license.

At **Hi Tech Expressions**, the upcoming focus was on several licenses for which games will be developed, including *Baby's Day Out* and *Bobby's World*. A football game targeted at young fans, *NFL Team Heroes*, will be the first of several sports games from Hi Tech. **Activision**'s *Radical Rex* features a skateboarding dinosaur with a lot of character and good moves. *Super Pitfall* has received a major facelift with the added animations from some of Hollywood's best. Release is now expected in October. *BattleTech* for the Super NES goes beyond last year's Mechwarrior with larger mechs and more action in a more realistic 3-D world.

VIRTUAL BART
VIRTUAL BART
WWF
Virtual Bart is just one of several new Simpson's games coming from Acclaim.

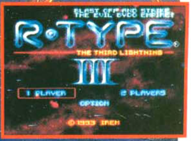
Tradewest didn't have a booth on the floor, but they held a function to show off *Fun 'N' Games* and *Troy Aikman Football*. **Vic Tokai** had *S.O.S.*—a sort of Poseidon Adventure game where you must escape from a sinking ship. *In The Hunt* from **Irem** takes an arcade shooter with a nautical theme and brings it home for the Super NES for a wet R-Type experience. **Mc O' River** showed a shooter called *Aero Fighters* while **Titus** gave us a look at *Prehistorik Man* for the Super NES and some funky caveman action. **Atlus** had a street-fighter called *Power Instinct* and **Psygnosis** had a Super NES Mouse compatible version of *Lemmings II*. New kid on the block, **Viacom**, had *Rocko's Modern Life* and *Beavis and Butthead* on display. In a pavilion far, far away, **Taito** showed a great-looking Super NES *Jetson's: Invasion Of The Planet Pirates*. George uses a gravity suction device for fighting and getting around. FCI's RPG lineup for the Super NES this year includes *Ultima—Runes of Virtue*, *Might & Magic III*, and *Ultima—The Black Gate*. *WCW—SuperBrawl Wrestling* should be ready this fall. From **Seika**, *Super Turrican 2* was the big news while **T*HQ** had more *Ren & Stimpy* antics plus *Time Trax*. **TecMagik**'s *Steven Segal In The Final Option* is still moving toward completion as are **Ubi Soft**'s two *Madden Football* games, one for the NES and one for Game Boy.

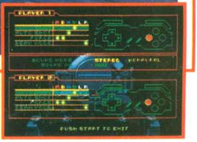
BEAVIS AND BUTT-HEAD
SKULL
DEATH ROCK
Beavis & Butthead debuted at the Viacom booth in an adventure game reminiscent of Maniac Mansion.

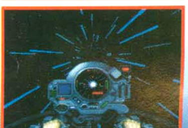

R-TYPE III®
TM

The Bydo Empire returns to threaten humanity in Irem's continuing high-powered R-Type III space saga.

© 1993 IREM


BLAST OFF AND STRIKE THE EVIL BYDO EMPIRE!
R·TYPE
THE THIRD LIGHTNING
III
1 PLAYER
2 PLAYERS
OPTION
© 1993 IREM


PLAYER 1
STEREO
MONAURAL
PLAYER 2
PUSH START TO EXIT



A BLAST IN SPACE

The ultimate space fighter—the R-series—returns with vast new powers, and just in time to combat the resurgent Bydo Empire. Originally a hit arcade game, the R-Type title has appeared twice for the Super NES and twice for Game Boy. This newest reincarnation features superior graphics and Mode 7 effects that rotate stages and scale boss characters for a 3-D battle experience. New Force Pods should help you meet the Bydo threat in six stages with an endless Continue option. The action is intense with virtually no slow-down. Only the fearless or insane will choose to journey through these dimensions of danger.

PODS OF POWER

The Force Pods are what make R-Type unique in the universe of space shooter games. Attach a Pod to the front or rear of your ship for added protection and firepower, or let it drift along with your ship to use its special attack. This time, you have a choice of three types of Force Pods when you start the game. Each features special attacks. Playing with the different Forces also gives the game greater depth and replay value.

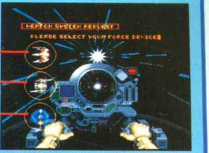
ROUND FORCE

The Round Force will be familiar to players of Super R-Type. Although it is less powerful, the Round Force has some useful laser Power-Ups like the Mirror Laser and Sweep Laser.

When you first get the Round Force, your fighter will continue firing basic shots.

When you collect a Laser Unit by destroying an armored Power Unit, you'll upgrade your laser beam.

PICK A POD



For the first time, you get to choose from three Force options—Round, Shadow and Cyclone Forces.

SHADOW FORCE

The three laser types available on the Shadow Force include the Reverse (backward shooting), the Shadow (a satellite weapon) and the Strafe Laser, which follows terrain. The special power shoots in three directions.

You'll pick up the Shadow Force just as you would get the Round Force, and in the same areas.

The three different colored Laser Units give your ship three different laser attacks.

CYCLONE FORCE

The Cyclone Force features the Pierce laser (passes through objects), Wave laser (expands in a ring) and Capsule laser (for extra firing power.) It's special power when it flies alone is to become a protective shield.

Pick up the Cyclone Force for three powerful laser beams or separate it to create a shield to protect the ship.

Add a Capsule Laser for extra punch by collecting the yellow Laser Unit.

THE ALIEN MENACE

The Bydo Empire has taken over multiple dimensions surrounding Earth. Some of the stages are in real space while others are filled with bizarre alien life forms, both mechanical and biological. Stage guardians range from easy to diabolical.

Space stations and enemy fighters, cannons and traps fill many of the areas through which you'll have to blast a path.

Other areas have an organic look with dripping acid and huge swimming creatures that attack your ship like a virus.

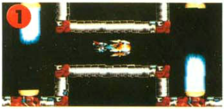
The enemies and guardians change from stage to stage.

STAR-TYPE STRATEGIES

The following three pages contain tips for taking the Bydo threat to the cosmic cleaners. The numbers on the photos correspond with numbers on the stage maps that follow on the back of the poster. If you master these tough techniques and tips, the rest will come easily.

STAGE 1

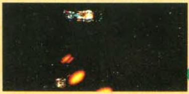
In the first stage, you might not know when you're coming or going. While passing through a giant space station, you'll have to maneuver through collapsing passages and rotating rooms. One touch of the metal walls will disintegrate your R-90, and the same is true of the mechanical enemies that swarm here.



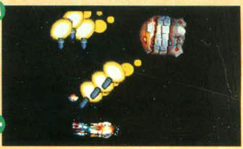
While rocket blasts rotate the room, stay dead center by making small adjustments. Race ahead when the corridor is horizontal again.

A GIFT FROM THE EMPIRE

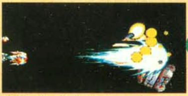
It won't get any easier than this. The first guardian that the Bydo Empire throws your way is only two fully-charged Power Beam shots away from the scrap heap. The enemy ship comes at you from out of the background, firing plasma shots. Only when it stops on the same plane as the R-90 is the ship vulnerable.



Dodge the plasma shots while the cube ship hovers in the background. There's not much else you can do.



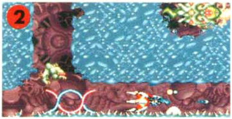
This R-Type pilot finds himself out of position and vulnerable to the missile attack launched by the Bydo ship. It's better to hit the enemy head on.



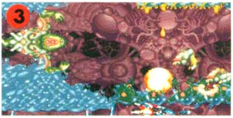
Wait for the ship here and paste it!

STAGE 2

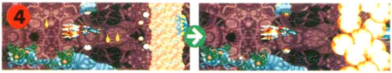
This stage seems to be inside a giant, living organism–one of the evil mutations for which the Bydo Empire is famous. Make sure to grab the Pit Unit to defend against acidic drips from above. Narrow passages and enemies closing in from behind are two chief dangers.



Make sure you have your Force attached to the rear of the ship to protect against the crab-like enemies.



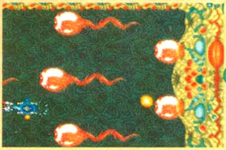
Use the Pit Unit found in the outer chamber to protect against acid and enemies that attack from above.



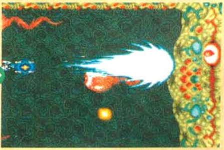
Only a fully-charged Power Beam can blast through this bubbly wall and disintegrate it entirely.

THE EYES HAVE IT

The guardian of Stage 2 protects itself by spewing out giant, swimming eyeballs. With your Force positioned on the back to prevent damage from the tails, fully charge your Power Beam while dodging the swimming eyeballs and zap the single eye in the wall when it is open. The eye in the wall appears in different locations, so keep a look out for it.



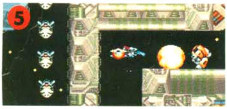
Dodge the swimming eyeballs and eye shots while waiting for your Power Beam to fully charge.



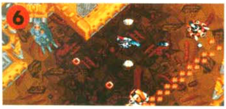
Let your Power Beam blow when the eye in the wall is open. Victory takes five or six fully-charged hits.

STAGE 3

Welcome to the Bydo space junkyard. You won't have to worry about a junkyard dog, but the Bydo ships and cannons in this vertical and horizontal stage take huge bites. Mine-laying ships should be destroyed at once and make sure the Force is on the back of the ship.



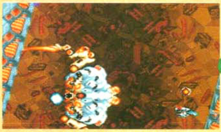
Place the Force on the back of the ship. Enemies will attack from behind throughout the stage.



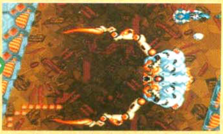
Mine-layers shoot across the gaps, leaving trails of blocking mines. Move quickly.

THE CRAB MASTER

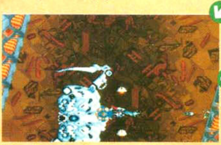
At the end of the junkyard, you'll find an enormous crab. The two eye pods in the middle are vulnerable to attack, so back in using your Force Power. Launch the Force so it can shoot at the crabs mouth.



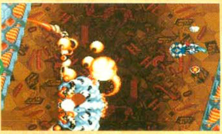
Separate the Force and shoot up between the crab's legs while dodging its shots.



When the crab goes into its jumping mode, hide out in the upper right hand corner.



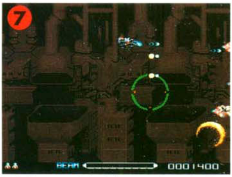
When the crab walks on the wall, close in and touch the Force Unit to the crab's eye mounds.



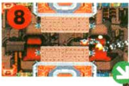
Finally, the crab explodes! Now you must dodge the fragments of flying shell.

STAGE 4

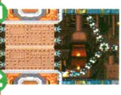
The Bydo factory stage requires extreme agility for dodging massive pistons and streams of plasma that race through a maze of platforms. The wheel in the middle may keep your head spinning. At the end of the stage, you'll discover that there is more to come and that the way ahead lies behind you.



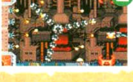
A flashing green circle indicates a safe spot in this area. Head for it.



As the walls close in, look for the gaps where the walls won't touch.



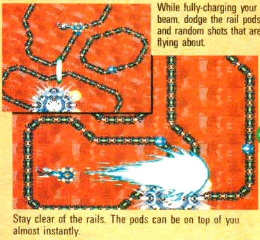
Be patient and wait in the corner for the walls to open.



Follow the rotating arms through to the open side.

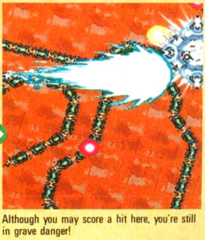
BACKTRACK AND ATTACK

After blasting the fake-guardian in the upper hall, you'll backtrack and drop down to find the real power in this factory stage. The Urchin Ship flies about and fires plasma shots while the defensive pods on rails are a mechanical menace. Stay clear of the rails and use Full Beams on the ship.



While fully-charging your beam, dodge the rail pods and random shots that are flying about.

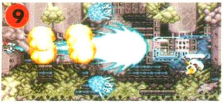
Stay clear of the rails. The pods can be on top of you almost instantly.



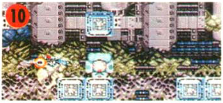
Although you may score a hit here, you're still in grave danger!

STAGE 5

Mechanical blocks morph into living beings in this horrifying hall of hazards. While walls appear to block the path, you'll have to fully charge your Force to blast a way through. The Bydo fiend at the end of the stage morphs into four stomach-churning alien forms. Blasting it out of existence will only be doing it a favor.



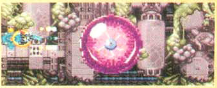
Use a full beam shot to blast all six block-morphing aliens before they attack.



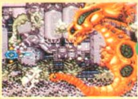
Blast the lower block when it comes to life and you'll be able to pass these moving walls.

THE CHANGELINGS

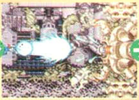
The guardian of Stage 5 waits for you in a gelatinous cell. If you blast the nucleus, it uncoils itself and attacks. As you continue your attack, the creature appears to lose only to reform itself four times.



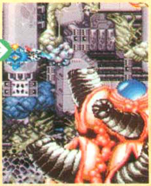
Use your fully-charged beam to blast open the nucleus.



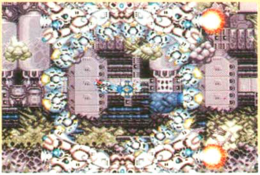
Avoid the thrashing tail of this morph and blast it in the chest.



The alien becomes a living wall. Aim for the central area with full beams.



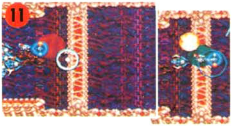
This morph has a central eye between its arms. Avoid the shots and use beams or the Force.



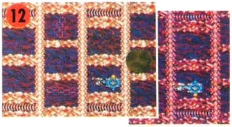
When the enemy becomes a spinning ring, stay in the middle and blast at the head with a blue spot. When the ring explodes, you'll take on the nucleus once again.

STAGE 6

The final stage of R-Type III has some of the greatest challenges. A dimensional hole allows invaders to attack from a separate universe. In the end, you'll have to enter that hole and battle a mutant Bydo superguardian.



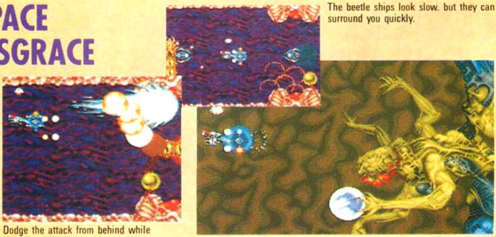
The dimensional hole may be the source of foes, but it also offers a way to get through the stage. Wait until the hole is passing through the wall, then follow it.



Don't let your R-90 touch the solid walls. Hang back until they fade, then move ahead. Full beam power can blast enemies that appear during the solid phase.

VICTORY IN SPACE OR HUMAN DISGRACE

The time has come for humanity to stamp out the Bydo invasion. The final battle includes the destruction of four power orbs and a master guardian. The orbs come first and present less of a challenge. While fighting the guardian, you can duck under his lower arms to hide. Use fully powered beams.



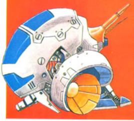
The beetle ships look slow, but they can surround you quickly.

Dodge the attack from behind while shooting the orbs.

Pass through the hole to fight the Bydo invasion's head honcho.

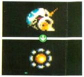
SIX STAGES OF R-TYPE III

The stages of R-Type III seem to scroll by slowly, but they swarm with aliens and challenges for an intense, space combat experience. These maps include numbers indicating tough areas noted in the review. We've also included some special tips. Study these maps closely before attempting each stage. They won't seem quite as long or impossible if you've seen the end. Some general advice—use the Force as much as possible. Learn to separate it and bring it back so you can attack enemies from a safe distance.

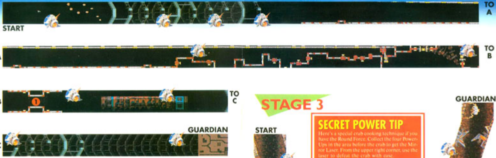


CAPSULE COLLECTING

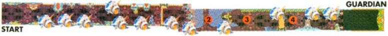
Always look for the Unit Capsules that contain the upgrades you need for a successful voyage. Extra speed, shield and weapons units are invaluable. Most items are placed where they are most needed.



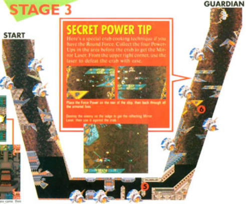
STAGE 1



STAGE 2



STAGE 3



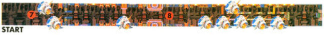
SECRET POWER TIP

Here's a special crab cooking technique if you have the Round Force. Collect the four Power-Ups in the area before the crab to get the Mirror Laser. From the upper right corner, use the laser to defeat the crab with ease.

Place the Force Power on the rear of the ship, then back through all the armored foes.

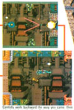
Destroy the enemy on the ledge to get the reflecting Mirror Laser, then use it against the crab.

STAGE 4



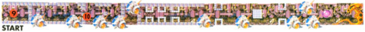
FALSE FOES

The mechanical guard-wall at the end of the stage isn't the final conflict in Stage 4. After defeating the wall, the screen scrolls backwards. You'll come to a place where you can drop down and meet the real guardian.

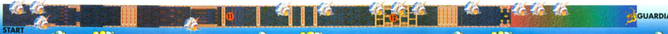


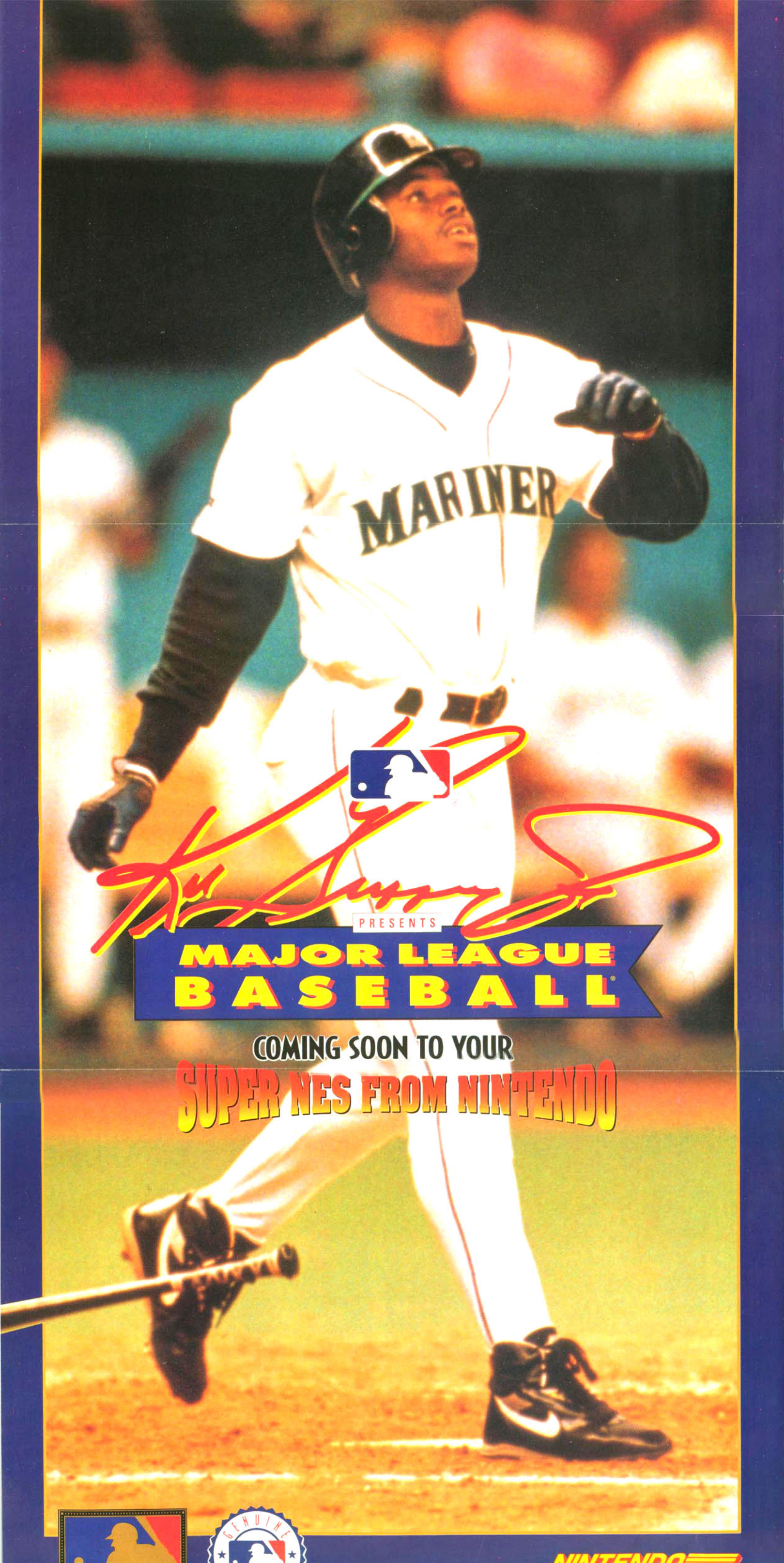
Carefully work backward the way you came, then take the hole in the floor. Below, you'll meet the true guardian.

STAGE 5



STAGE 6

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METAL MARINES™

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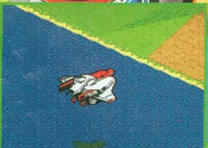
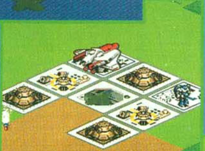
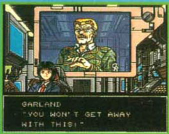
DEFEAT THE EMPIRE!



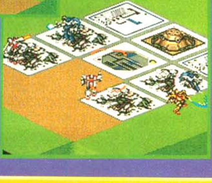




```
GARLAND
"YOU WON'T GET AWAY
WITH THIS!"
```

Each general will try to defeat you with his or her own style of combat.

Send out your troops and engage the enemy in an all-out battle. Strategy and strength will determine the victor.



After years of stockpiling dangerous weaponry, it only took a single mishap to send the nations of Earth into turmoil. A powerful independent warlord has taken advantage of the situation, and now dominates the Earth. As he sets his sights on controlling the Space Colonies, only you can lead the resistance against this evil foe.

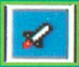
Metal Marines, by Namco, brings a fresh approach to war simulation games. Players who have fought their way through such games as Super Conflict will enjoy testing their skills on this strategy game. Metal Marines adds a much needed element to simulation games as well; action! Unlike other war games, this battle runs in real time, allowing the enemy to attack you at anytime. Finishing all 20 battles of the war with keep players wanting more!

ICONS

Beginning Armchair generals may have trouble figuring out how to use this icon based control menu. The following list should help familiarize you with all of the different options in the game.

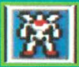
OFFENSE

A MISSILES



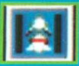
At ten dollars, missiles are definitely an offensive bargain. These can easily be upgraded to the highly effective double missile for only 40 dollars.

B METAL MARINES



Although the Metal Marines cost twice as much as a missile to build, they can be used for defense or offense. For additional impact, try upgrading your Marines.

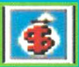
C I.C.B.M.



These super powerful missiles are extremely expensive to build and use. They take up the space of nine normal missiles and cost over 25 times as much!

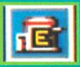
LOGISTICS

D SUPPLY H.Q.



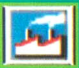
Each Supply H.Q. you make will produce one dollar for the War Fund every second. The more you make, the faster the money will come rolling in.

E ENERGY PLANT



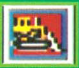
You need fuel in order to attack the enemy. The more fuel you have, the faster you can attack. Build extra Energy Plants to increase your fuel production.

F FACTORY



If you need to build units fast, you'll need the assistance of a Factory. Each Factory that you have increases the building rate.

G LEVELING

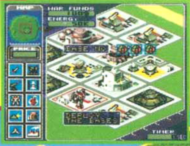


Before you can build, you must clear the land of any obstructions.

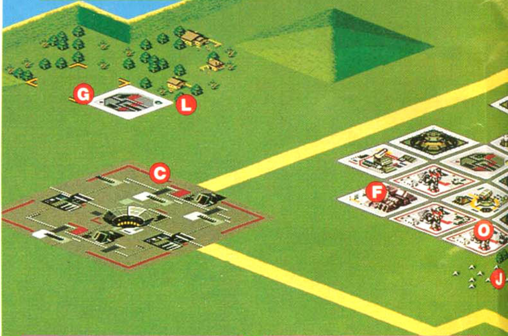
OPERATION 1

These basic battlefield techniques, with a little adjustment, will work with any of the operations in the game. Here is a basic outline of the first operation for you to test your tactics on. Remember, this is only a sample, so you may need to experiment with each of the levels in order to fine tune your battle plans. Any of the 20 different operations can be beaten with a little planning and a lot of sweat. Good Luck!

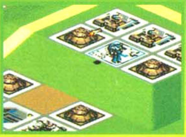
1 DEPLOY BASES & UNITS



When you're placing bases, locate them wisely. Look for high spots that are easy to defend. After dropping all your bases, you'll only have a few seconds to set up defenses, so work quickly!

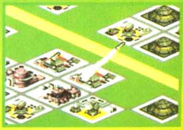


3 RECON



Before you set out on a full scale attack, spend time locating the enemy. Attack deep inland with a Missile or Metal Marine to locate all the enemy units along the way.

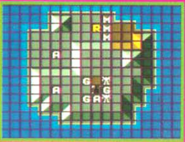
4 ATTACK: MISSILES

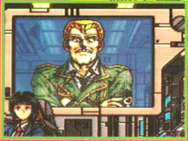


Use Missiles to clear a landing area for your Metal Marines. Take out the enemy Gun Pods with two successful missile hits.

ENEMY FORCES

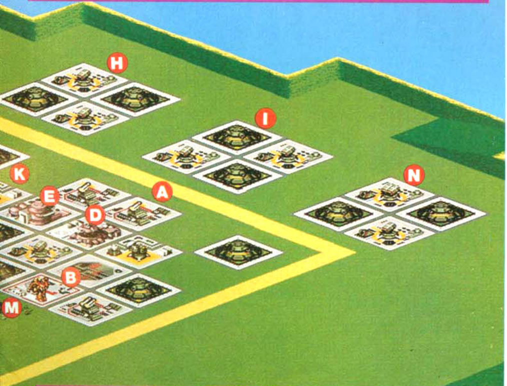
The first general you encounter is not exactly the toughest foe you will face, but if you don't attack him quickly you may get in trouble. Use this map of the enemy's territory to coordinate your attacks for maximum effect.





2 WAR FUNDS

You can't build units if you don't have the money. Build Supply H.Q. when you first begin a battle. Extra cash will make it easy to rearm the troops.



5 ATTACK: METAL MARINES

If you are having trouble with the enemy's AA Missiles, send in your Metal Marines. Be ready to sacrifice a Marine to get the job done.

6 REBUILD

MAP
WAR FUNDS
ENERGY
PRICE
TIMER

Continue to attack the enemy forces until you are attacked yourself. When the dust clears, use your War Funds to rebuild as many of the units as you can.

DEFENSE

H AA MISSILES

AA Missiles are the best way to stop an enemy attack. A well placed AA battery can knock missiles out of the air. You can upgrade AA Missiles for 50 dollars.

I GUN POD

The Gun Pod is the best defense against enemy ground attacks. Surround important installations with Gun Pods to stop the enemy Metal Marines cold.

J LAND MINES

Land Mines are an inexpensive way to protect you from enemy ground attacks. If you have planted Land Mines, it's deadly for the enemy Metal Marines to travel over them.

K RADAR

Each Radar unit that you build will increase the accuracy of your AA Missiles. They may be expensive to make, but the added protection is well worth the cost.

L DUMMY BASE

Build extra bases in unused areas to draw away the enemy attacks. These are fairly inexpensive to build, and can withstand a limited missile attack.

M DUMMY UNIT

Camouflage is sometimes the best protection. If the enemy can't see you, they can't attack you. Build Dummy Units over your bases for that added protection.

MISCELLANEOUS

N BUILD

Metal Marines, AA Missiles and Normal Missiles can all be improved with this command. It may cost you some extra cash, but the added effect is worth it!

O M.M.'s ARM

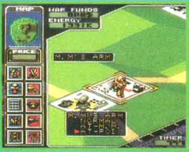
Depending on how you want to use your Metal Marines, you'll want to keep them properly armed. Each of the three weapon configurations work well against different enemies.

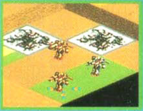
OFFENSIVE TACTICS

When it comes time to press the attack, it's a good idea to understand the limits of your forces. Each military unit has its strengths and weaknesses, so be careful how you use them. These tactics are only a few of the techniques at your disposal, so read up and practice them on the earlier operations before you need to use them in the heated battles. Different combinations of these strategies will help you defeat anything the enemy can throw at you.

METAL MARINES

The strength of the Metal Marines can completely destroy the enemy's forces, if used properly. Arm your Marines with weapons that suit their mission.

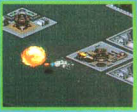




Send the gold Metal Marines to battle first. They are stronger and can take more damage.

MISSILES

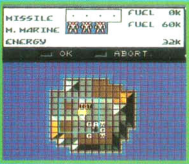
If you build up a missile battery, it can shoot two missiles at a time, doubling the damage as well as the chances of bypassing enemy defenses.

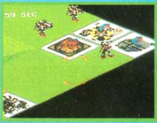


Use Double Missiles to hit the enemy AA Missiles. Double the missiles, double the chances.

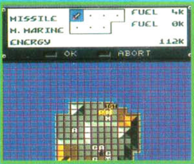
OPERATIONS AND TARGETING

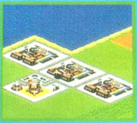
When you attack with either the Metal Marines or Missiles, it's important to target your attacks for the maximum effect. If you target correctly, you can hit the units you want without being hit by the enemy's defenses. Missiles hit anything in a three-by-three grid, while Metal Marines encounter everything in a six-by-six grid.





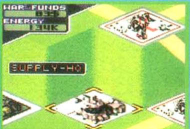
Set the target area so your Metal Marines can hit the weak units and avoid enemy defenses.

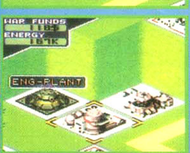




Aiming for the central unit in a cluster will maximize your missile's effective range.

SUPPORT THE WAR

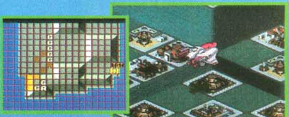




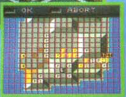
Build support units quickly to strengthen your war effort. Building a Supply H.Q. increases War Funds, an Energy Plant increases fuel supply, and a Factory increases the building rate.

Extended battles will require at least one of each kind of support unit.

RECON



Use Missiles or Metal Marines for reconnaissance missions. While missiles are cheaper, Metal Marines will expose more of the enemy. You may lose the unit you send on the mission, but the information is invaluable.



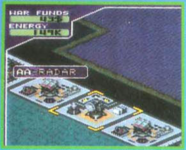
If you send troops deep into enemy territory, they'll expose more of the enemy.

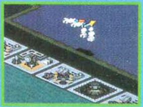
DEFENSIVE TACTICS

While the offensive elements of this game are important, they don't amount to much without a good defensive plan. All of these tactics are proven to stop the enemy in his tracks, so set up a strong defensive gauntlet to crush his attack. Depending on the terrain of each operation, some of these tactics may not work, so experiment with them until you find the right combination. Watch your troops carefully and rebuild weak points because you never know when your enemy might get lucky.

AA MISSILES PLACEMENT

Place AA Missiles along the coastline, interspersed with Radar Units. This way you can cut off enemy missiles before they hit the ground.

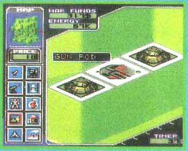

WAR FUNDS
ENERGY
149K
AA-RADAR

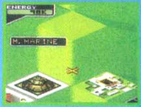


Placing Radar units amongst AA Missiles increases the chance of hitting incoming attacks.

GUN POD PLACEMENT

Use Gun Pods to protect other units against ground attacks. If you place them on high ground, the enemy Metal Marines will be vulnerable to their shots.

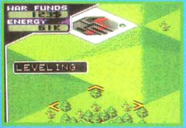

MAP
WAR FUNDS
ENERGY
PRICE
GUN POD
TIMER

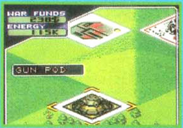

ENERGY
M. MARINE

Building on high ground is smart, but don't leave landing points above your Gun Pods.

LANDSCAPE LEVELING

Some of the land surrounding your bases may still have obstructions that prevent you from building. Use the Leveling Command to ready the area for construction.

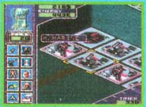

WAR FUNDS
ENERGY
61K
LEVELING

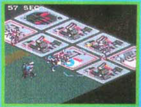

WAR FUNDS
ENERGY
115K
GUN POD

You will also need to clear areas that have been destroyed by the enemy. Once the area is cleared, you are free to build whatever you want.

MARINE DEFENSE

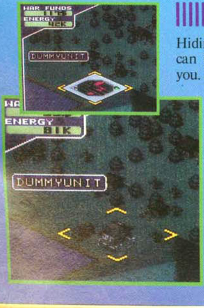
Metal Marines can also be used to defend against ground attacks. If you use a Marine in this manner, arm it with the Anti-MM guns.


ENERGY
M. MARINE
TIMER

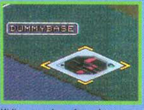


If the enemy sends Metal Marines to attack you, your troops will engage them before your other units are destroyed.

DECOYS


WAR FUNDS
ENERGY
42K
DUMMYUNIT
ENERGY
81K
DUMMYUNIT

Hiding your bases from the enemy can prevent them from destroying you. Hide bases underneath Dummy Units, then build Dummy Bases to draw the enemy fire. The added camouflage also adds to your strength.



Hiding your base from the enemy will keep you in the game longer.

20 Levels Of Action

As the game progresses, each level becomes trickier and trickier. Don't be afraid to try new tactics, because a good general always learns from his mistakes!

Operation 9

Operation 12

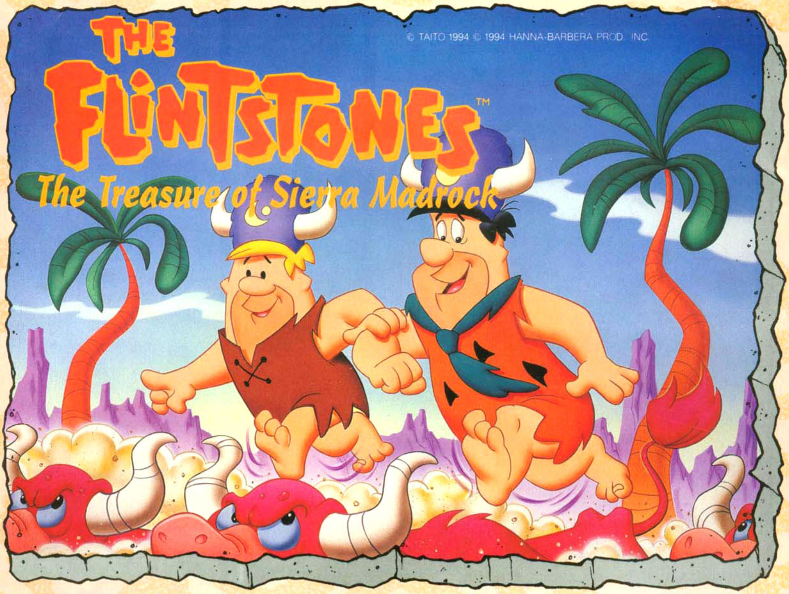
Operation 14

Operation 18

THE FLINTSTONES™

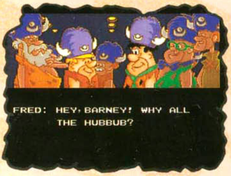
The Treasure of Sierra Madrock

© TAITO 1994 © 1994 HANNA-BARBERA PROD. INC.



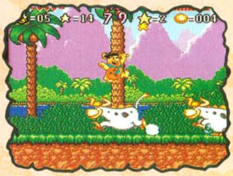
WHO WILL BE THE GRAND POOBAH?

It's Yabba Dabba Doo time for you and your favorite modern Stone Age family to start swinging your clubs in this smashing Flintstone sequel for the Super NES. It seems that the current Grand Poobah of Fred and Barney's club, the Loyal Order of Water Buffaloes, is ready for retirement, and Fred fancies himself as the perfect replacement! Fred's best buddy, Barney, pledges his support, and off they go to retrieve the Treasure of Sierra Madrock to secure a win of the coveted Poobah position.



FRED: HEY, BARNEY! WHY ALL THE HUBBUB?

An impromptu meeting has been called at the hall of the Loyal Order of Water Buffaloes.



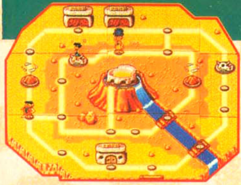
In order to become Grand Poobah, the boys must brave bucking Bulls to retrieve the Treasure.

A ROCKY RACE AWAITS

The quest for the Treasure of Sierra Madrock will take Fred and Barney all over the granite planet. They must overcome unique obstacles in each foreign land, but they must also face a few of their own Water Buffalo brothers who have their own precious Poobah aspirations to pursue.

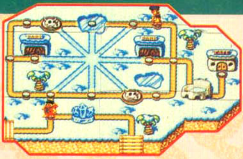
MAGMAROCK

Second stop—Magmarock. This city is one hot mama, so watch your step! You never know when a hot pocket of lava could erupt and send you flying across the board.



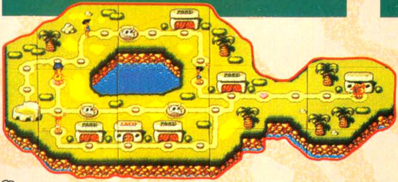
SNOWROCK

Usually Snowrock is a haven for wintertime snow bunnies, but Barney and Fred have more important things on their minds than skiing or building snow people. It's going to take all the concentration they can muster to keep from sliding off track in this slippery city.



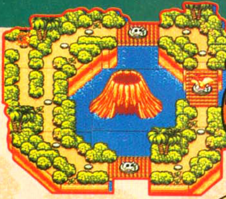
BEDROCK

Bedrock is home to heroes—Fred Flintstone and Barney Rubble, but during the heated race for the Treasure of Sierra Madrock, it's not necessarily the most friendly place to be.



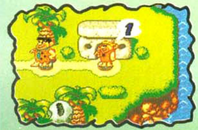
JUNGLEROCK

It's a vine-swinging adventure here in Junglerock, but don't sweat it—you're close to the Treasure now . . . or are you?

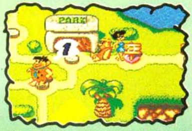


A BOARD GAME BROUGHT TO LIFE!

A unique feature of The Flintstones for the Super NES is the combination of challenging stages with an element of chance. A roll of the die ultimately determines your next step.



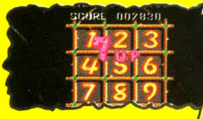
Give the die a shake and toss a One, Two or Three to advance spaces.



Betty and Wilma can't imagine why their silly husbands insist on roaming the countryside. If you're caught, they'll drag you home.

BONUS GAME

At the end of each stage, there is a chance for a bonus in the Tic-Tac-Toe game.



The last digit of your time will be highlighted on the grid. Fill in the grid in the following order to receive many 1-Ups: 2, 4, 6, 8, 1, 9, 7, 3 and 5.

SEVERAL STONY STAGES

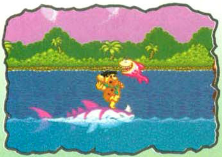
Have you gathered enough gumption to go on? If so, you are one brave Brontosaurus, buddy! Below are some hints to help you guide Fred and Barney through each of the four levels. Each area has its own special tough spots, so wield your weapon wisely and prove yourself worthy of the Grand Poobah position.

BEDROCK

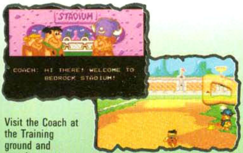
Your goal in Bedrock is to track down Rockhead, a rival candidate for the title of Grand Poobah, and retrieve the map from him. This is, of course, easier said than done.

OUR HOMETOWN HEROES HEAD OUT

Some of the enemies you will encounter in Bedrock are a series of slimy Sharks and an army of antagonistic Armadillos. A swing of the club will take care of most enemies, but others may require special handling.



You can hitch a ride on some enemies' backs, but watch out for others!

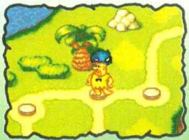


COACH: HI THERE! WELCOME TO BEDROCK STADIUM!

Visit the Coach at the Training ground and complete a race to learn the Double Jump technique. It is a useful trick to learn, but will cost you one Clam when you use it.

RUN A RACE VS. ROCKHEAD

Once you are on the same Overworld screen as Rockhead, he will begin to roll the die and evade you. Team work is best when attempting to corner him. In the arena, stay on the lighter ground. The dark spots will slow you down considerably.



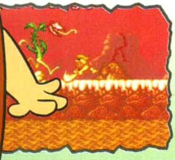
Avoid the dark spots by jumping over them or you'll be slower than molasses.

MAGMAROCK

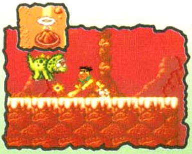
It's a molten mass of trouble once you land in Magmarock. Quartz, another Poobah hopeful, has a pair of Ice Skates that would be perfect for the next stage. You'd better get busy!

FOLLOW THE FOOT-SCORCHING FLAMES

Unlike Bedrock, the "water" in Magmarock is actually hot lava, and is quite inhospitable to swimmers. Avoid it at all costs or our twosome will be toasted!



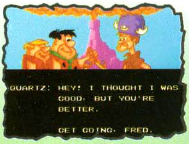
Man-Eating Plants will not come alive until you have walked past them. Be ready to turn around and whack them!



Step on a steaming Volcano and you'll be blasted automatically to another part of the Overworld. This could help or hinder.

THAT QUARTZ IS QUICK!

Strap on your seat belt, race fans, because Quartz has the Skates you need in Snow Rock. To get them, take your Cart for a spin around the track and beat the old buzzard fair and square. With some practice, the checkered flag is yours!



QUARTZ: HEY! I THOUGHT I WAS GOOD, BUT YOU'RE BETTER.

GET GOING, FRED.

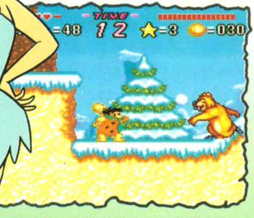
Fred and Barney enjoy the Skates of victory as Quartz is agonized with defeat.

SNOWROCK

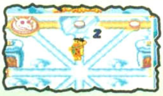
Our heroes are greeted upon arrival in Snowrock by a friendly Eskimo. He offers to help retrieve the Compass out of an ice block, but he needs a Hammer and Chisel.

SLIP SLIDING AWAY . . .

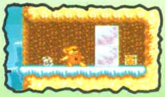
Not only is the water too icy to swim in, all of the ground is frozen over as well! It will take all of your skills to keep from accidentally falling off a cliff.



Duck the Snowballs this burly bully of a Bear throws at you. Inch your way closer to him and then let him have it with your Club as soon as he's close.



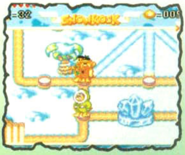
Step on a path toward the center—who knows where you'll end up.



Use your Club to destroy these Ice Blocks and retrieve the Extra Life.

BLADES OF STEEL!

Marble is a master at the traditional Water Buffalo sport of speed skating. Fortunately, Fred and Barney are also demons on the ice, and can give that mean old Marble a run for his Hammer and Chisel. Take it easy on the sharp turns and avoid the holes altogether.



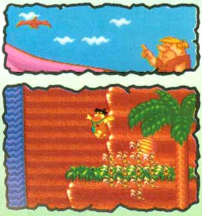
The character who beats Marble should take the Hammer and Chisel back to the Eskimo, who will gladly recover the Compass.

JUNGLEROCK

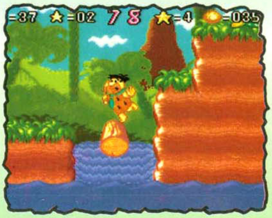
Junglerock is a wild and woolly place—it seems that no other Water Buffaloes have made it this far. Fred and Barney's keen instincts tell them that the Treasure must be near.

IT'S A JUNGLE OUT THERE

Just when it seems the boys are right on track, a giant Pteranadon swoops down and makes off with their Compass! You have to chase that pesky Pteranadon all around the Overworld to get it back.



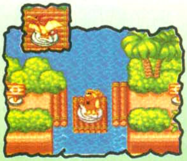
There is no getting around these Bee Hives. Try to get ahead of them, then turn and jump—they'll fly underneath.



There are many unfriendly Waterfalls and Rivers to cross in Junglerock. Don't try dipping a toe in, though, or the Piranha will enjoy you as a snack!

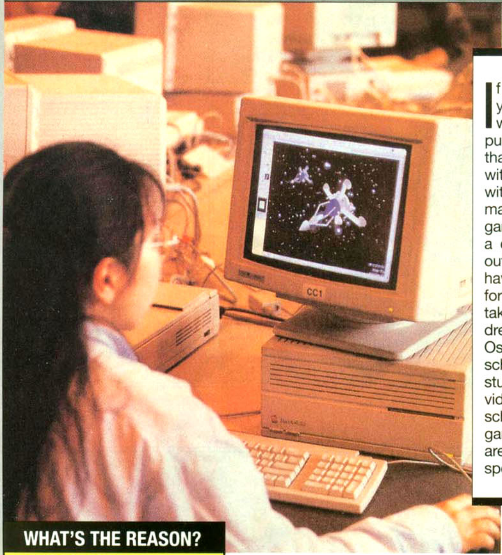
A "PTERRIBLE" PTERANADON

Junglerock is not the kind of place you want to spend a lot of time exploring. Unfortunately, that's exactly what you'll have to do in order to track down the Pteranadon. Once you get him, try climbing about half way up the tree. Face the direction of the beast as he comes toward you, and club repeatedly.



Once you beat the Pteranadon, both Fred and Barney have to board the Raft to get to the Volcano. Yabba Dabba Doo!

VIDEO GAME COLLEGES



If you were to take a poll of young video game fans asking what career they would like to pursue, it would be a good bet that a fair percentage would reply with an occupation that has to do with video games. Simply, to make games. Working for a video game manufacturer would be like a dream come true. As it turns out, many students in Japan have the same ambitions. Luckily for them, they have an avenue to take to make their occupational dream come true. In Tokyo, Osaka and Nagoya, there are schools or "colleges" that teach students exactly how to produce video games. Some of these schools are supported by video game manufacturers, but some are vocational schools that offer specific video game courses.

WHAT'S THE REASON?

GAME COMPANY

Many video game manufacturers have grown rapidly over the past several years. Presently, there is a high demand for people who can step up and take on a video game project, seeing it through from concept stages to finished product.

↓

VIDEO GAME COLLEGE

The combination of demand from video game manufacturers and the demand from students who are interested in this field has prompted the start-ups of video game colleges. It's like any other business: If there is a demand, companies will profit by being able to provide a supply.

↑

STUDENTS

For students desiring to work for a video game manufacturer, attending a video game college can put them on the "fast track" into a company that produces games. The more knowledge they have, the more valuable they will be to a company.

DESIGNER DEMAND

While many Japanese businesses are beginning to experience limited growth, no growth, or negative growth, the video game industry is still surging ahead. We're more than happy to report that people still desperately have a need for fun in their lives. It's a fact: if the industry continues to grow, and we have every indication that it will, then more people are going to go to work for video game manufacturers. As the demand for quantity and quality of video game-related products increases, it follows that the demand for people to produce these products also increases. College-aged students have been playing video games for most of their lives. Their interest in the field is high. Video game colleges and video game courses at existing colleges make perfect sense—both for the students and for the industry. Most of the video game colleges in Japan offer a 2- to 4-year curriculum and during this time, students will learn the ins and outs of producing and marketing games. Programming in various computer languages, developing concepts, composing music, designing graphics, writing scenarios and marketing products are just some of the areas that students will be educated in by the time they graduate and begin to pursue employment. To our knowledge, there are no schools or programs in the United States that focus directly on video games. Maybe some day there will be.

TYPES OF VIDEO GAME SCHOOLS

Video game manufacturers like Enix, Hudson and HAL, all three of whom we will discuss later, employ many top professionals in the video game industry. Not only do these people create games for them, they also teach and lecture to students who enroll in their schools. If a student is very focused on only wanting to produce video games as a career, he or she would probably get the most, if not the best, education and experience from a video game manufacturers' school. However, video games are related to other types of high-tech media such as computers and other modern methods of communication like TV, radio, and interactive on-line services. A student who pursues an education at a school that offers a broad curriculum relating to these fields may have a better chance of landing a job, whether it be with a video game manufacturer or another high-tech firm.

GAME COMPANY-SPONSORED

Probably the biggest advantage that a video game company-sponsored school has over colleges that just offer courses related to video games is that students will benefit from being exposed to and being able to use the exact same equipment that the company uses. It seems logical that graduating students would be obvious choices for new employees of that company.

You'll find identical equipment used in the schools and in the companies.

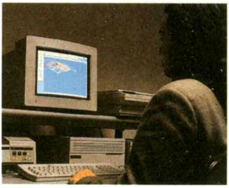
SPECIALIZED COLLEGIATE COURSES

The main advantage that an established college has over game companies when it comes to video game curriculum is that they offer a much broader curriculum. A student will get a more rounded, mainstream education at one of these institutions. These colleges offer more types of activities and associations to take part in.

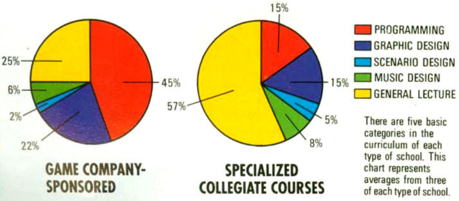
Other activities are associated with a more general type of education.

A LESSON LEARNED

What students learn at company-sponsored schools may be similar to what students learn at colleges offering video game courses. Their curriculums are what sets them apart. A company-sponsored school will concentrate heavily on programming and other practical aspects of the business, whereas students taking college courses in video games will be subjected to much more time spent in the classroom listening to lectures. The former definitely seems to have the edge when it comes to offering students a "hands on" approach to education. That's the way it is with schools that are vocational in their orientation.



CURRICULUM BREAKDOWN



There are five basic categories in the curriculum of each type of school. This chart represents averages from three of each type of school.

COURSE AREAS

🟥 PROGRAMMING

It's the heart and soul of what makes a video game play the way it does: programming. You can never know too much about it!

🟦 GRAPHIC DESIGN

What people see when playing a game can be critical to their overall enjoyment of the product. Creativity counts!

🟦 SCENARIO DESIGN

What's a great game without a great story line or lots of tantalizing situations for the characters to get in and out of?

🟩 MUSIC/SFX DESIGN

All of the bells, whistles and tunes that you hear while playing a game can add tremendously to the overall gaming experience.

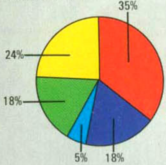
🟨 GENERAL LECTURE

Learning a topic from those who are already familiar with it allows you to absorb information through verbal communication.

GAME COMPANY-SPONSORED

COLLEGE DATA

CURRICULUM BREAKDOWN



COURSE DURATION
2 YEARS
TUITION COST
$12,500/yr.

ENIX GAME SCHOOL

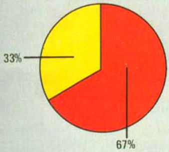
FAMOUS LECTURERS

Established in 1991, the Enix Game School puts students in touch with people who created some of the most popular games in the world—the Dragon Warrior series! Each year, after applications have been screened, an entrance exam is given and interviews are conducted in order to select 150 students. Enix emphasizes programming and computer experience over lectures. All graduates of the school must complete a final game project. The quality standards are very high. Famous Japanese game producers as well as novelists, cartoonists and illustrators give lectures at the Enix school.

Koichi Sugiyama (music composer) and Yuji Horii (scenario writer) are just two of the industry professionals who lecture at the Enix school.

COLLEGE DATA

CURRICULUM BREAKDOWN

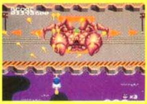


COURSE DURATION
2 YEARS
COURSE TUITION
$8,500/yr.

HUDSON COMPUTER DESIGNERS SCHOOL

MOLDING PROFESSIONALS

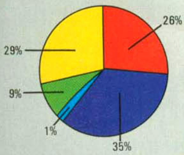
Hudson's school offers a very practical and very streamlined approach to educating students about becoming associated with the video game industry. Each year since 1990, 40 students receive extensive training in programming and game graphic design. MS-DOS and programming for the PC-Engine are examples of topics that are taught at the school. There isn't a great deal of theory taught at the Hudson school—it's mostly practical knowledge that can be applied to their projects. Students work in small groups to produce a game as their class project. These games are not extensive, but can be used later as work samples when the students apply for jobs.



The video games that the Hudson students create are stored on CD-ROM. Some of those games have even been used as premium items that are packed in with video game magazines in Japan.

COLLEGE DATA

CURRICULUM BREAKDOWN



COURSE DURATION
2 YEARS
COURSE TUITION
$12,000/yr.

HAL INSTITUTE OF COMPUTER TECHNOLOGY

HEFTY CORPORATE BACKING

Of the schools discussed in this article, HAL Institute provides students with the opportunity to use the best equipment. Many types of computers and video equipment are available. Nintendo, as well as other companies like IBM, Hitachi, NEC, Toshiba, etc., offer support to the HAL Institute not only financially, but with teachers and high-tech equipment. Scholarships and student loans are available through the school and upon graduation, students get help from the school with job placement—even several years after graduation! HAL Institute is also affiliated with New York, American, Oregon State and Pittsburgh State Universities.

Mr. Yamauchi, Nintendo Co., Ltd.'s president, believes that strong support from high-tech firms allows schools like HAL Institute to provide a higher level of instruction to students.

SPECIALIZED COLLEGIATE COURSES

TOKYO COMMUNICATIONS ART INSTITUTE

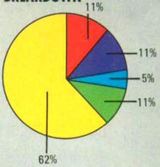
HI-TECH COLLEGE

Students attending the Tokyo Communications Arts Institute can not only learn about making video games, but they can enroll in courses where they can learn about diverse audio and visual arts like radio and TV production, movie-making and graphic arts. For first-year video game students at the school, the curriculum consists of the basics of computer use, programming and management theory. "Game Creator" is the title of a course taught within the Communications department. Another specialized department at the school is Commercial Music. This is an area that the other game colleges don't include in their curriculum.

Music production, recording and engineering are also subjects taught at the Tokyo Communication Arts Institute.

COLLEGE DATA

CURRICULUM BREAKDOWN



COURSE DURATION
3 YEARS
COURSE TUITION
$12,500/yr.

TOKYO INSTITUTE OF COMPUTER SCIENCE

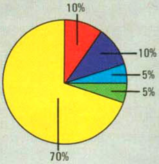
LECTURE INTENSIVE

Establishing a video game curriculum in 1993, the Tokyo Institute of Computer Science direct students into the role of "game producer" more than anything else with its video game classes. Developing creativity and accumulating practical knowledge of computer hardware and software are the main goals of this school. Currently, 111 students can enroll in video game classes at the school each year. The Tokyo Institute is currently negotiating the possibility of having its students participate in internships with various video game manufacturers.

Not only does the Tokyo Institute of Computer Science offer video game classes, it also provides students an opportunity to participate in outdoor activities like baseball!

COLLEGE DATA

CURRICULUM BREAKDOWN



COURSE DURATION
3 YEARS
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A COLLEGIATE FUTURE?

One of the questions that may pop into your mind as you read this article is, "When are we going to see video game colleges open in North America?" Although there are currently no video game colleges in the U.S., DigiPen Applied Computer Graphics School, in Vancouver, BC, will begin accepting applications this June for a two-year program beginning in September. The focus of the course is on the technological and engineering process of creating interactive multimedia programs. Nintendo of America has provided the DigiPen school with Super NES development systems. During the second year of the course, students will create Super NES video games using the development systems and information gathered during the first year.

CLASSIFIED INFORMATION

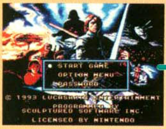
SUPER STAR WARS THE EMPIRE STRIKES BACK

From Agent #772

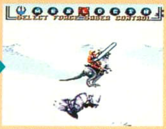
The Force

Normally, you must find all of the Jedi Powers as you work your way through the game. If you enter this code discovered by Agent #772 before you begin playing the game, you will start with full use of the Force. On the Title Screen, quickly press X, B, B, Y, X, A, A and you will hear a tone. Press the Start Button to begin a new game. To use a Force Power, press the Select Button to access the menu, then use the L and R Buttons to select a Power. The Power will be activated when you press the X Button.

On Game Select Screen, press X, B, B, Y, X, A, A, X, then Start.


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

Enter the code above while you are on the Title Screen.

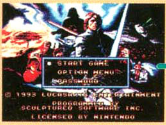

SELECT FORCE SABER CONTROL

You can use any of the Force Powers from the very beginning of the game.

Skip to Darth Vader

Even though you can get a password to skip to the final confrontation with Darth Vader, this code will let you get there without having to work through the entire game. On the Game Select Screen, quickly press A, X, B, A, Y, X, B, A, A, X, B, B, Y and X. If you enter the code before the demo screen appears, the game should automatically switch to the final stage of the game. When the fight begins, you will be fully built-up, so be sure to use your Force Powers to help finish off Darth.

On Game Select Screen, press A, X, B, A, Y, X, B, A, A, X, B, B, Y, and X.


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
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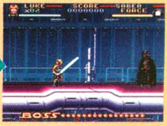
LICENSED BY NINTENDO

Enter the code while you're on the Game Select Screen, before the Demo screen appears.

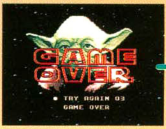

LUKE
x02
SCORE
0000000
SABER
FORCE
BOSS

If you enter it correctly, you will skip to the final battle against Darth Vader.

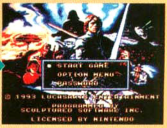
Seven Continues

While the other two codes may be fun to play with, this code will help you make it through the game on your own. If you quickly press X, Y, A, B, X, X while you are on the Title Screen, you should hear a tone. Press the Start Button to begin playing as normal. While it may not appear that the game has changed, you're in for a surprise when the game is over. Instead of the three Continues you normally have, you will have a total of seven. Even untrained Jedi Knights can finish the game when they use this code.

On Game Select Screen, press X, Y, A, B, X, X, then Start.

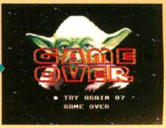

GAME
OVER
• TRY AGAIN 03
GAME OVER

Normally, you will only be able to continue the game three times before the game is over.


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

Enter the code printed above while you are on the Game Select Screen for a little extra help.

When the game starts, begin playing as you normally would.


GAME
OVER
• TRY AGAIN 07
GAME OVER

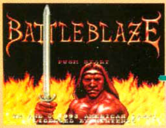
When the game is over, you will have seven Continues instead of the normal three.

BATTLEBLAZE

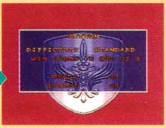
From Agent #800

Extra Mode

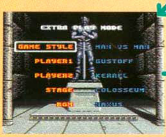
Players can access a secret Extra Mode if they enter this special code while they are on the Option Screen. When the Title Screen appears, hold the Select Button, then press Start to access the Option Screen. On the Option Screen hold the R Button, then enter the following code: Up and X at the same time, Right and A at the same time, Down and B at the same time, then Left and Y at the same time. If you enter the code correctly, the screen will change to the Extra Play Mode. In this mode you can switch to a two-player game, use any of the fighters, and change the background graphics. When you fight in the Extra Mode, each match lasts only one round.



On the Title Screen, hold the Select Button, then press Start.



While you are on the Option Screen, hold R and enter the code.



GAME STYLE MAN VS MAN
PLAYER1 GUSTOFF
PLAYER2 KERAEL
STAGE COLOSSEUM
BGM NAXUS

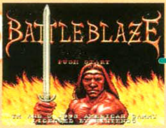
The Extra Mode offers players a whole new list of options.

EXTRA PLAY
GUSTOFF
KERAEL

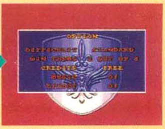
Each battle lasts only one round. May the best fighter win!

Extra Continues

You can use a similar code to gain extra Continues to use in the Hero Mode of the game. On the Title Screen, hold the Select Button and press Start to access the option screen. On the Option Screen, hold the L Button and enter the following code: Up and X at the same time, Left and Y at the same time, Down and B at the same time, then Right and A at the same time. If you enter the code correctly, a new Credits Option will appear on the screen. You can adjust this option for 1, 3, 5 or unlimited Continues.



On the Title Screen, hold the Select Button, then press Start to make the option screen appear.



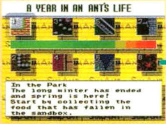
When you enter the code, a new Credits Option will appear on the screen.

SIMANT

From Agent #223

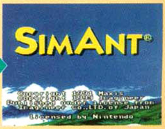
Scenario Select

SimAnt offers players a chance to build the perfect ant colony without the risk of losing their picnic lunch. Advanced ant farmers can test their skills on the built-in scenarios. Each scenario pits your colony of ants against the forces of nature. Normally, you must successfully complete each of the scenerios before you can go on to the next. Agent #223 has found a way to select any of the scenerios you want, rather than play them in the required order. If you have the Super NES Mouse controller, plug it into the Controller II port. When you start a new game, use Controller I to enter the Scenario Mode of the game, then click either Mouse Button to light up the scenerios. Use Controller I to select the scenerio you want to play. NOTE: You can not complete this code if you do not have a Mouse controller!

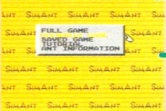


In the Park
The long winter has ended
and spring is here!
Start by collecting the
food that has fallen in
the sandbox.

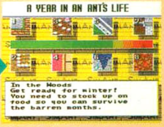
Normally, you'll have to finish each of the scenerios in order.



When you start the game, place the Super NES Mouse into the Controller II port.



With Controller I, select the Scenario Mode and press the Start Button.



In the Woods
Get ready for winter!
You need to stock up on
food so you can survive
the barren months.

Click the Mouse Button, then select any scenario with Controller I.

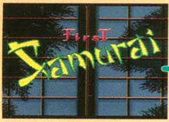
CLASSIFIED INFORMATION

First Samurai

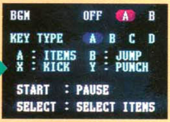
FROM AGENT #484

Stage Select

If you are having trouble completing the earlier stages of The First Samurai, use this code to explore any stage you want. When the Title Screen appears, press Select to make the option screen appear. After you set the options to your liking, press L, R, X, A and any direction on the controller at the same time. Hold all of the buttons until the screen changes. The stage you warp to depends on which direction you press on the Control Pad.



Press the Select Button when the Title Screen appears to switch to the Option Screen.



BGM OFF A B

KEY TYPE A B C D

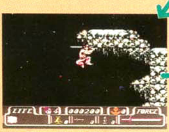
A : ITEMS B : JUMP

X : KICK Y : PUNCH

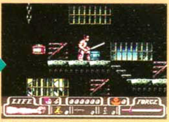
START : PAUSE

SELECT : SELECT ITEMS

Press and hold L, R, X, A and any direction on the Control Pad, all at the same time.



Don't release the buttons until the screen switches to the new stage.



The stage you start on depends on the Control Pad direction you hold.

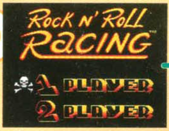
Rock N' Roll Racing

FROM AGENT #067

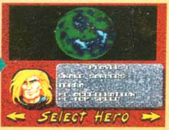
Olaf Code

Interplay has added a special code to Rock N' Roll Racing that lets you access an extra driver. When you are on the Player Select Screen, hold the L, R and Select Buttons while you're scrolling through the racers. The last racer on the list will be Olaf, one of the characters from the Lost Vikings game. Olaf is an excellent driver with a bonus in acceleration, top speed and cornering.

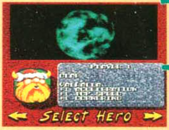
Hold L, R and Select on the Driver Select Screen.



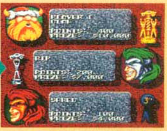
Start a new game and select either a one- or two-player game.



Hold the L, R and Select Buttons while you are on the Driver Select Screen.



While holding the buttons, scroll through the list to find Olaf.



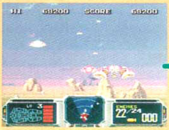
It's easy to stay in front of the competition when you drive like Olaf!

SUPER NES
SUPER SCOPE 6

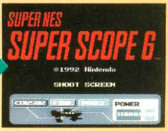
FROM AGENT #630

Invincibility Code

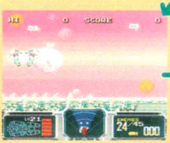
Agent #630 has found a tricky way to become invincible when you play the Confront Mode of Lazer Blazer. Before you begin playing, plug in Controller I. Use the Super Scope to start a Confront game. Press the X Button repeatedly until you have been hit five times. For the rest of the game your ship will be invincible from enemy attacks.



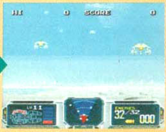
Normally, the enemies will attack you fast and furiously when you play the Confront Mode.



Before you begin playing, plug in Controller I. Use the Super Scope to begin the game.



Press the X Button on Controller I until you've been hit five times.



Your ship will be invincible until you reset the game.

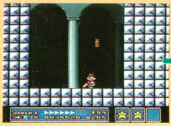
CLASSIFIED INFORMATION

SUPER MARIO ALL-STARS

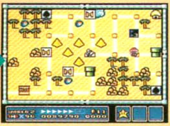
FROM AGENT #985

Unlimited Hammer Bros. Suits

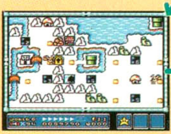
If you warp up to World 6 in Super Mario Bros. 3 after you have found a Hammer, you can use it to open the way to unlimited Hammer Bros. Suits. If you enter the pipe at the start of World 6, clear the rock on the other end of the pipe, enter the Mushroom House, grab the Hammer Bros. Suit, then Save & Quit. Repeat this until you have a full supply of suits!



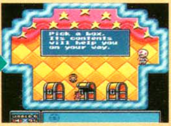
Collect both of the Warp Whistles from World 1.



Warp to World 2, then collect the Hammer from the Hammer Bros.

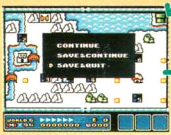


Warp to World 6, enter the pipe, then use the Hammer to clear the rock on the other side.

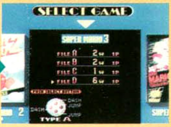


Pick a box. Its contents will help you on your way.

Enter the Mushroom House and collect the Hammer Bros. Suit from the chest.



Press the Start Button and choose the Save & Quit option.



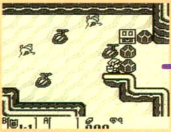
Continue the game, and you'll be able to re-enter the house and get another suit!

THE LEGEND OF ZELDA LINK'S AWAKENING

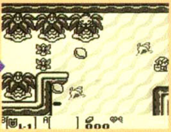
FROM AGENT #912

Trick Warp

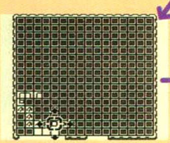
Is it possible to finish The Legend of Zelda: A Link to the Past without getting the sword? Well, it might be if you use this great trick to explore all of the areas of the game before you normally would. Any time you are on the very edge of the screen, press the Select Button at the same time you leave the screen. If you time it correctly, the Map Screen will appear. When you return to the game, you will be in the exact same spot, only one screen over. You can use this trick to warp to the other side of obstacles that you normally can't clear yet. If you get stuck in a wall or other barrier, quickly try the trick again. If you don't clear the barrier, Save & Quit the game, and you can continue from the last building or cave you exited. NOTE: This trick may not work on future versions of the game.



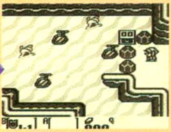
When you find an obstacle you can't pass, try this trick to open your way.



Go back one screen, and stand on the very edge of the screen.



Press the Select Button at the exact same time that you exit the screen to make the map appear.



When you return to the game, you will be in the exact same spot, only one screen over.

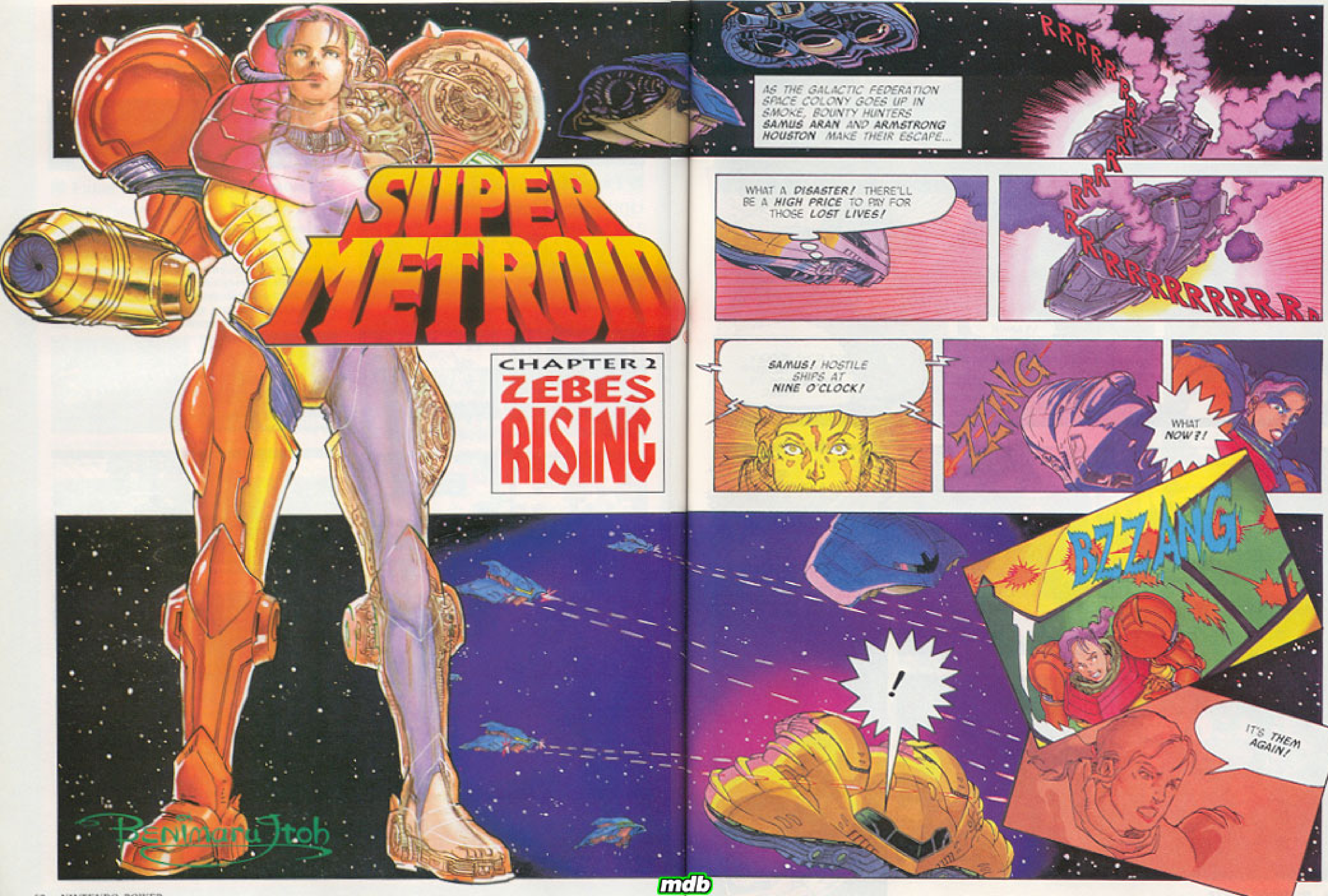
SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

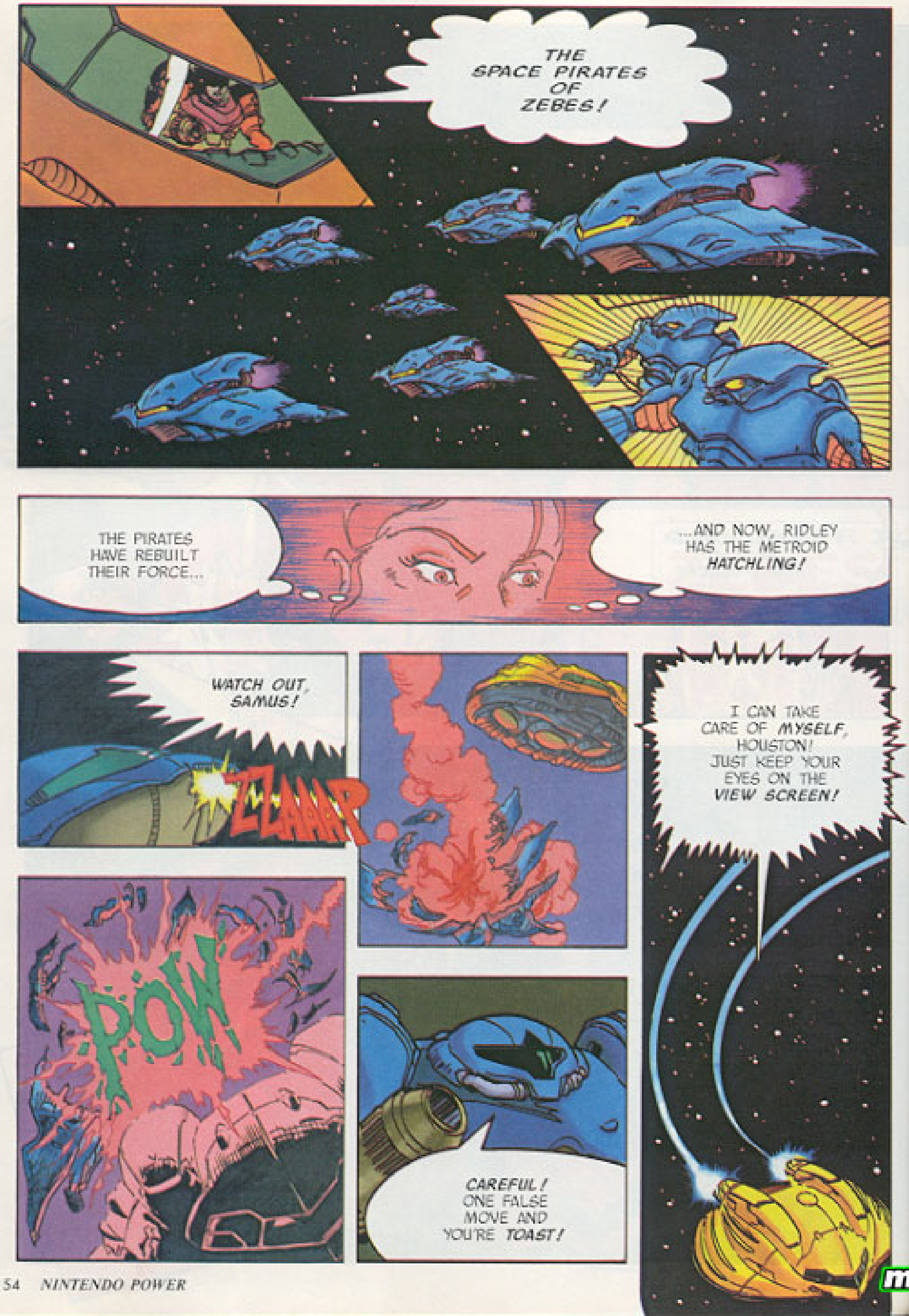
SUPER METROID

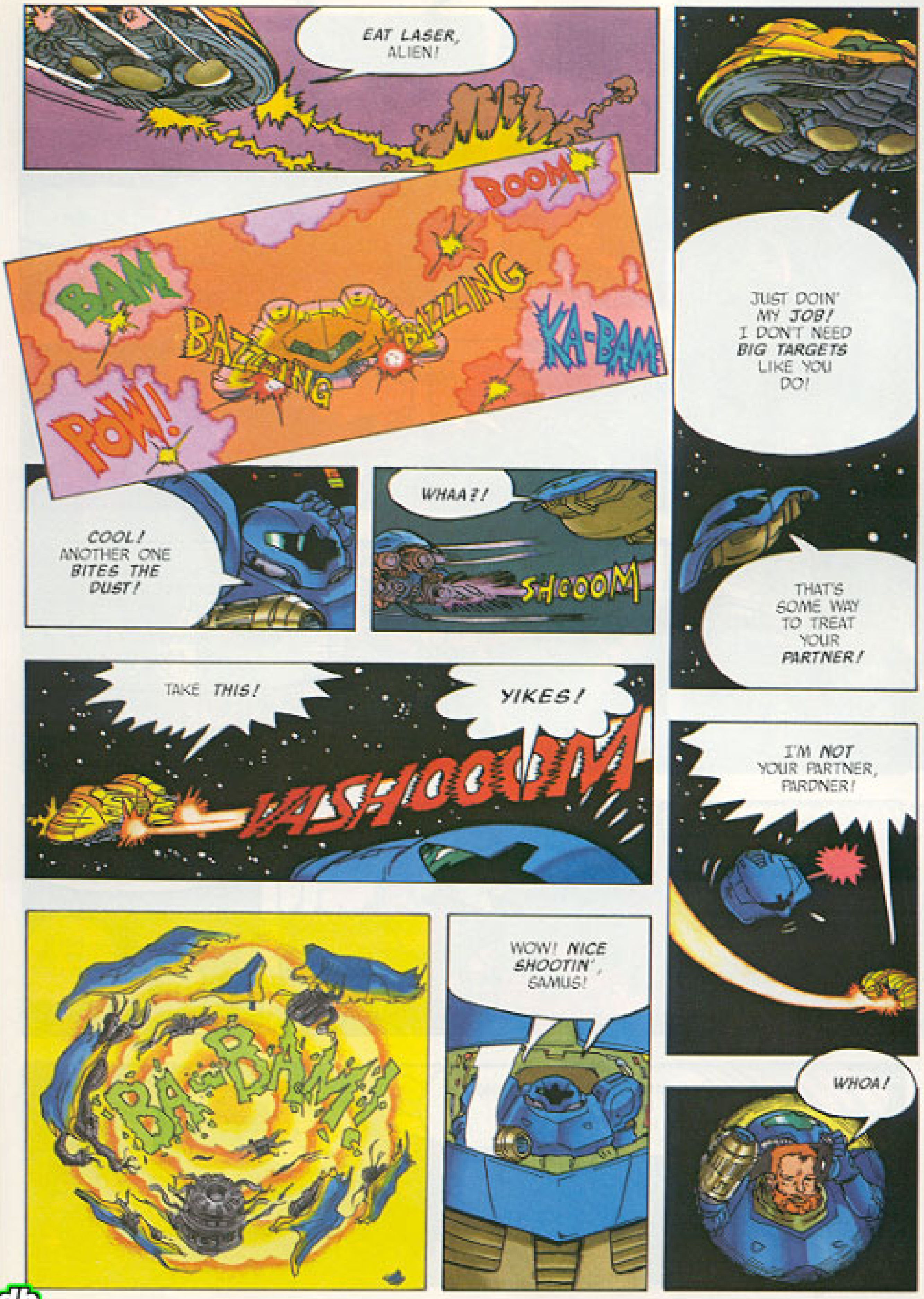
CHAPTER 2
ZEBES RISING



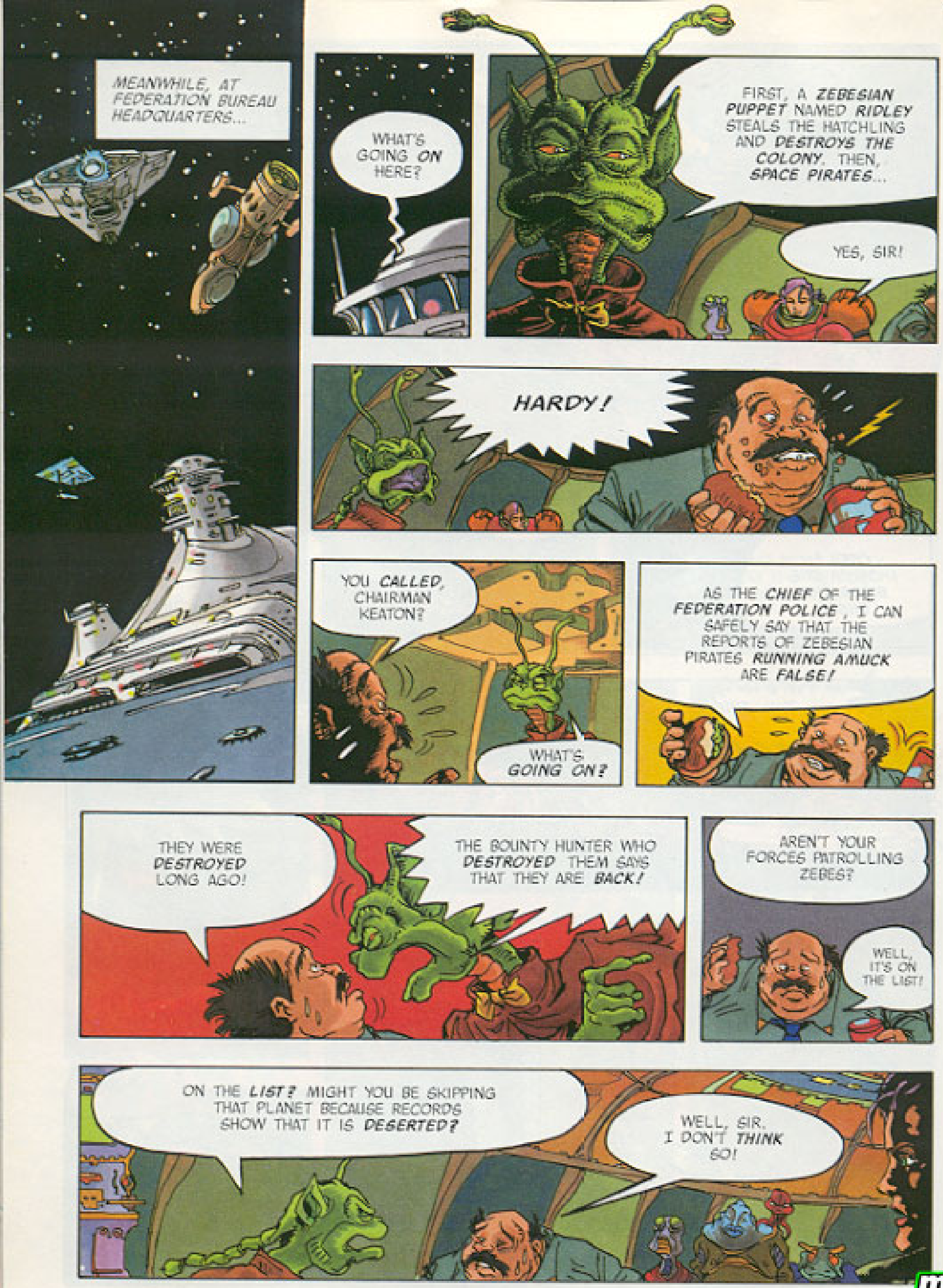
Benimaru Itoh
AS THE GALACTIC FEDERATION SPACE COLONY GOES UP IN SMOKE, BOUNTY HUNTERS **SAMUS ARAN** AND **ARMSTRONG HOUSTON** MAKE THEIR ESCAPE...
RRRRRRRRRR
WHAT A **DISASTER!** THERE'LL BE A **HIGH PRICE** TO PAY FOR THOSE **LOST LIVES!**
RRRRRRRRRRRRRRRRRRR
SAMUS! HOSTILE SHIPS AT **NINE O'CLOCK!**
ZZING
WHAT **NOW?!**
BZZANG
!
IT'S **THEM AGAIN!**

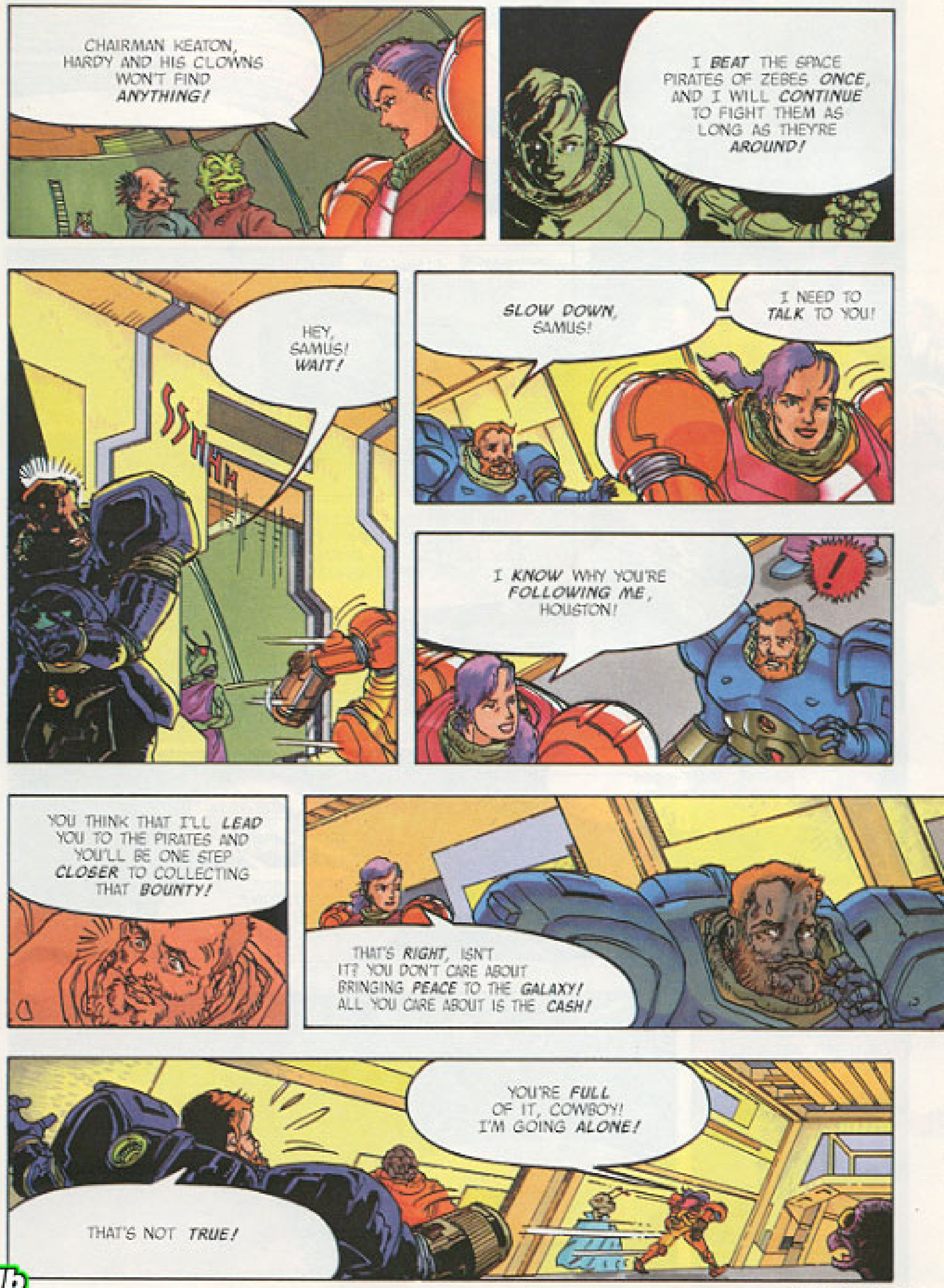
mdb


THE SPACE PIRATES OF ZEBES!
THE PIRATES HAVE REBUILT THEIR FORCE...
...AND NOW, RIDLEY HAS THE METROID HATCHLING!
WATCH OUT, SAMUS!
ZZAAAP
POW
I CAN TAKE CARE OF MYSELF, HOUSTON! JUST KEEP YOUR EYES ON THE VIEW SCREEN!
CAREFUL! ONE FALSE MOVE AND YOU'RE TOAST!

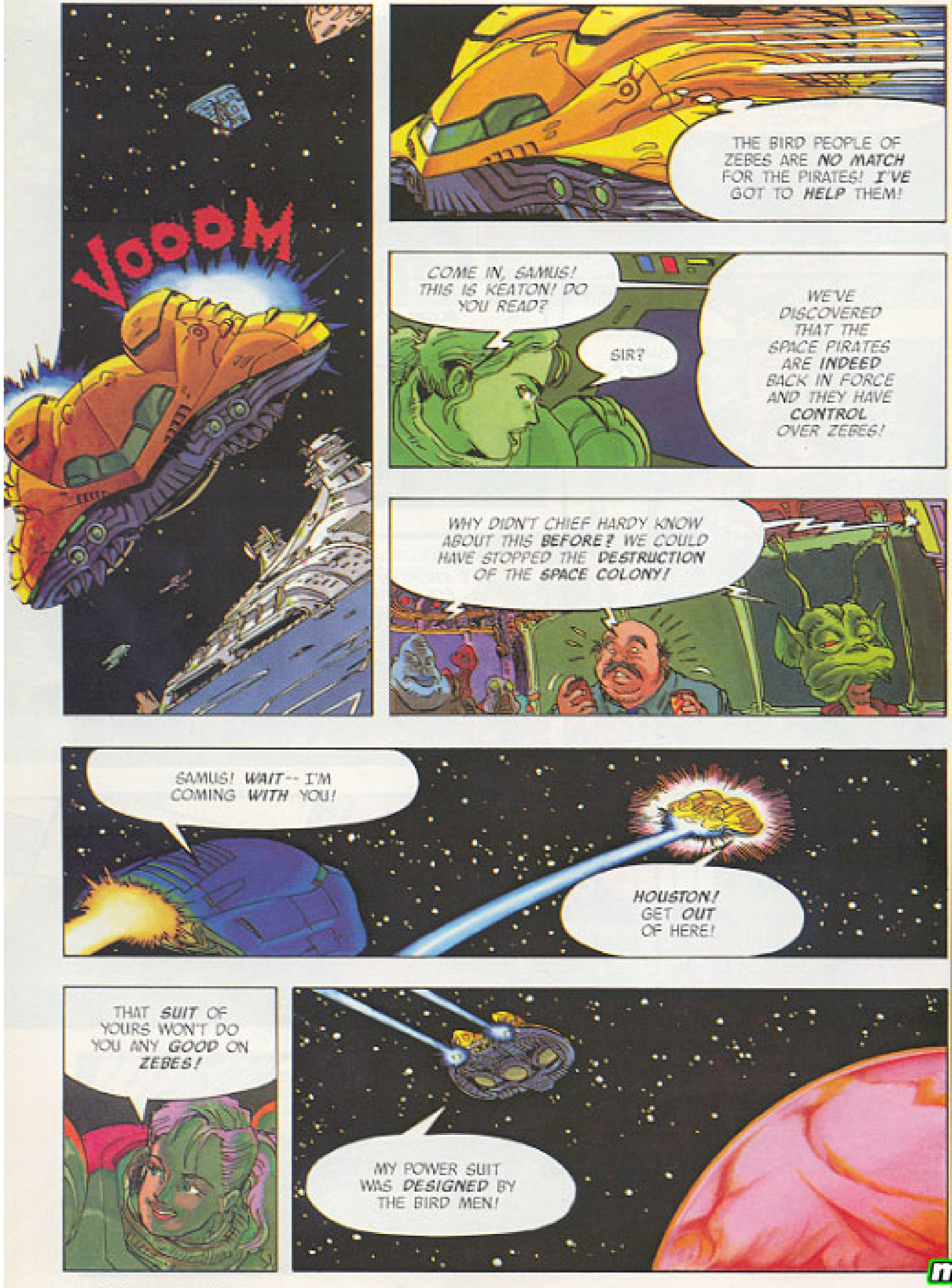

EAT LASER, ALIEN!
BOOM
BAM
BAZZZING
BAZZZING
KA-BAM
POW!
COOL! ANOTHER ONE BITES THE DUST!
WHAA?!
SHOOOM
JUST DOIN' MY JOB! I DON'T NEED BIG TARGETS LIKE YOU DO!
THAT'S SOME WAY TO TREAT YOUR PARTNER!
TAKE THIS!
YIKES!
VASHOOOM
BA-BAM!
WOW! NICE SHOOTIN', SAMUS!
I'M NOT YOUR PARTNER, PARDNER!
WHOA!

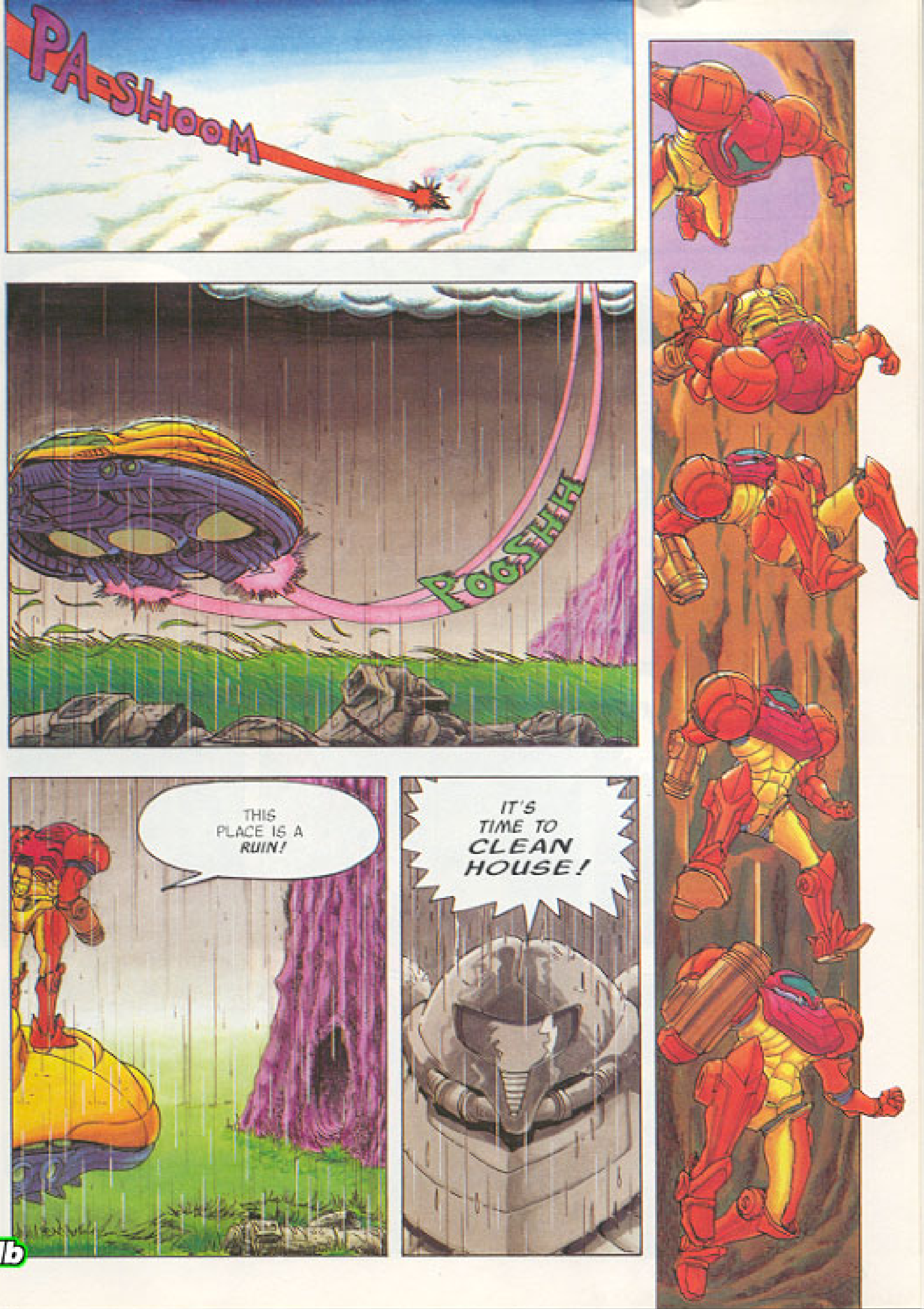
mdb

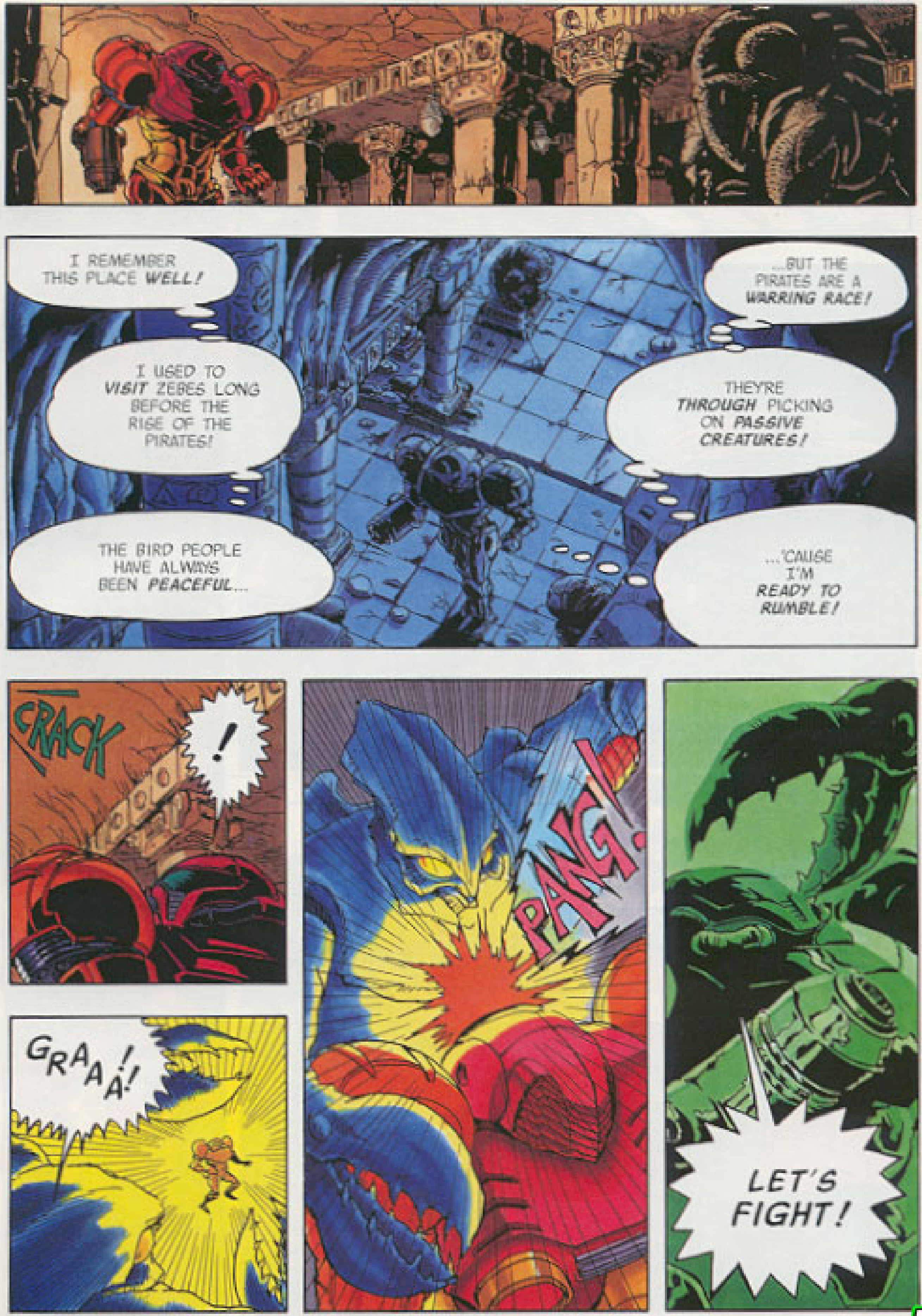

MEANWHILE, AT FEDERATION BUREAU HEADQUARTERS...
WHAT'S GOING *ON* HERE?
FIRST, A ***ZEBESIAN PUPPET*** NAMED ***RIDLEY*** STEALS THE HATCHLING AND ***DESTROYS THE COLONY***. THEN, ***SPACE PIRATES***...
YES, SIR!
HARDY!
YOU ***CALLED***, CHAIRMAN KEATON?
WHAT'S ***GOING ON?***
AS THE ***CHIEF*** OF THE ***FEDERATION POLICE***, I CAN SAFELY SAY THAT THE REPORTS OF ZEBESIAN PIRATES ***RUNNING AMUCK*** ARE ***FALSE!***
THEY WERE ***DESTROYED*** LONG AGO!
THE BOUNTY HUNTER WHO ***DESTROYED*** THEM SAYS THAT THEY ARE ***BACK!***
AREN'T YOUR FORCES PATROLLING ZEBES?
WELL, IT'S ON THE LIST!
ON THE ***LIST?*** MIGHT YOU BE SKIPPING THAT PLANET BECAUSE RECORDS SHOW THAT IT IS ***DESERTED?***
WELL, SIR. I DON'T ***THINK*** SO!

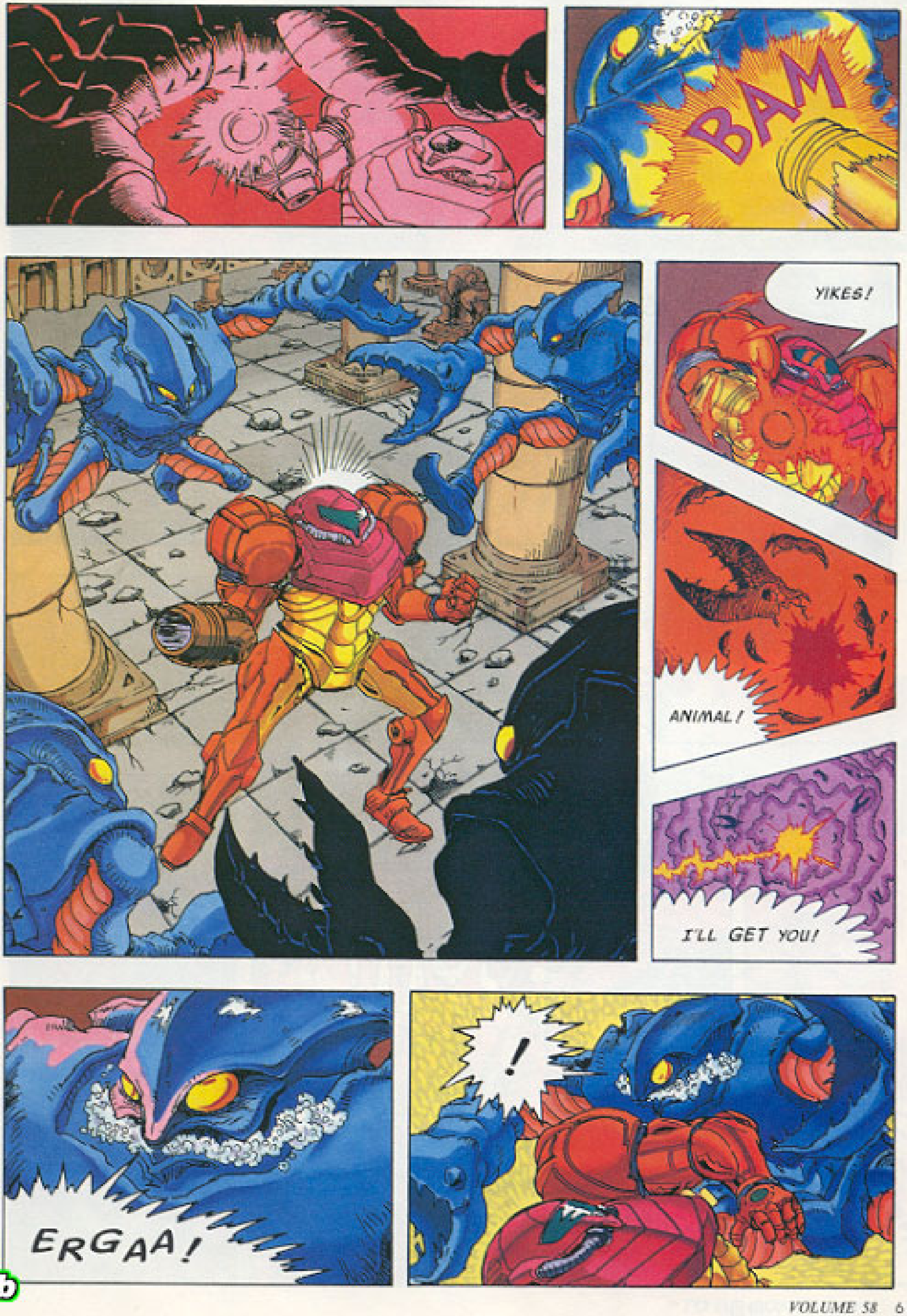

CHAIRMAN KEATON, HARDY AND HIS CLOWNS WON'T FIND ***ANYTHING!***
I ***BEAT*** THE SPACE PIRATES OF ZEBES ***ONCE***, AND I WILL ***CONTINUE*** TO FIGHT THEM AS LONG AS THEY'RE ***AROUND!***
HEY, SAMUS! ***WAIT!***
SSHHH
SLOW DOWN, SAMUS!
I NEED TO ***TALK*** TO YOU!
I ***KNOW*** WHY YOU'RE ***FOLLOWING ME***, HOUSTON!
!
YOU THINK THAT I'LL ***LEAD*** YOU TO THE PIRATES AND YOU'LL BE ONE STEP ***CLOSER*** TO COLLECTING THAT ***BOUNTY!***
THAT'S ***RIGHT***, ISN'T IT? YOU DON'T CARE ABOUT BRINGING ***PEACE*** TO THE ***GALAXY!*** ALL YOU CARE ABOUT IS THE ***CASH!***
YOU'RE ***FULL*** OF IT, COWBOY! I'M GOING ***ALONE!***
THAT'S NOT ***TRUE!***

mdb

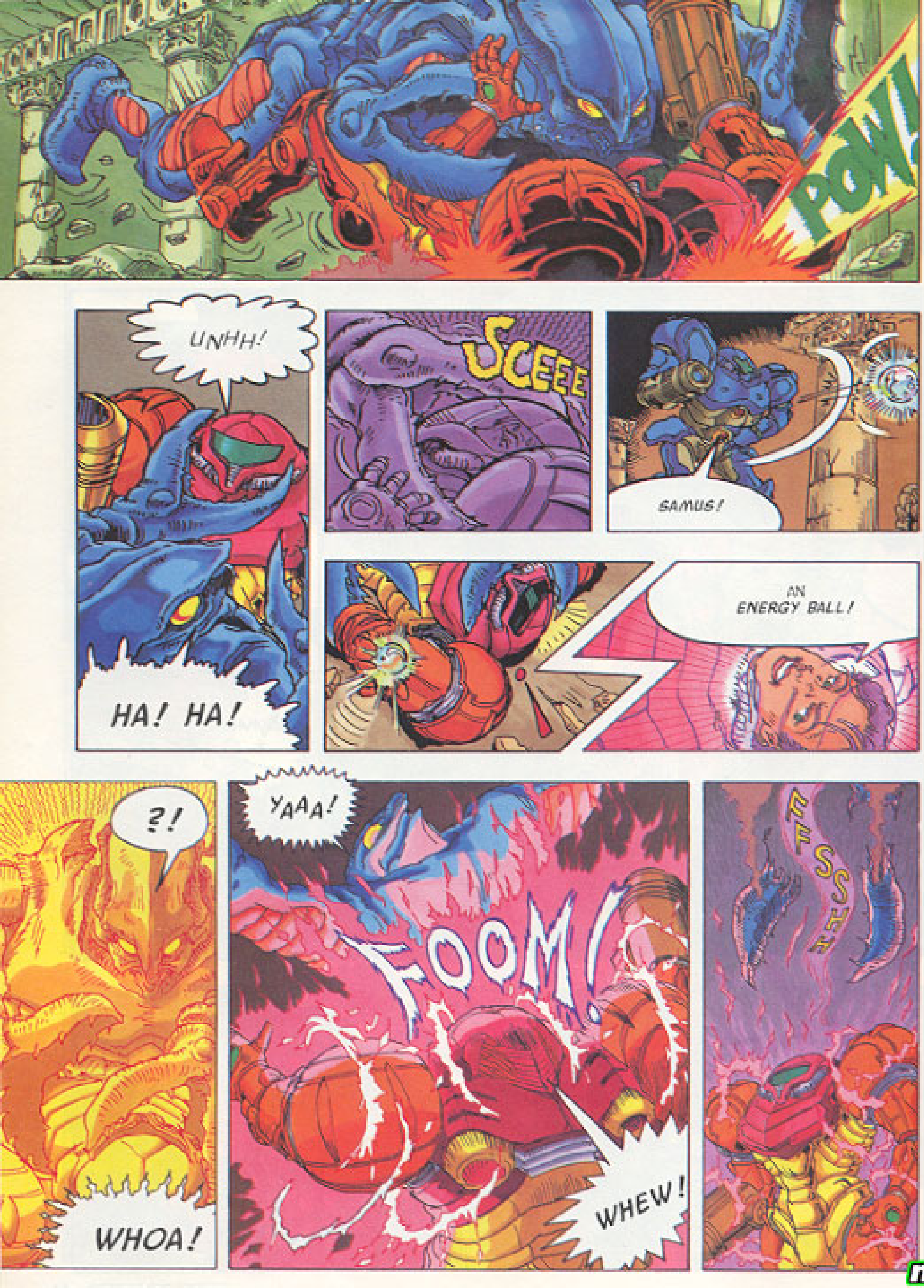

VOOOM
THE BIRD PEOPLE OF ZEBES ARE NO MATCH FOR THE PIRATES! I'VE GOT TO HELP THEM!
COME IN, SAMUS! THIS IS KEATON! DO YOU READ?
SIR?
WE'VE DISCOVERED THAT THE SPACE PIRATES ARE INDEED BACK IN FORCE AND THEY HAVE CONTROL OVER ZEBES!
WHY DIDN'T CHIEF HARDY KNOW ABOUT THIS BEFORE? WE COULD HAVE STOPPED THE DESTRUCTION OF THE SPACE COLONY!
SAMUS! WAIT-- I'M COMING WITH YOU!
HOUSTON! GET OUT OF HERE!
THAT SUIT OF YOURS WON'T DO YOU ANY GOOD ON ZEBES!
MY POWER SUIT WAS DESIGNED BY THE BIRD MEN!

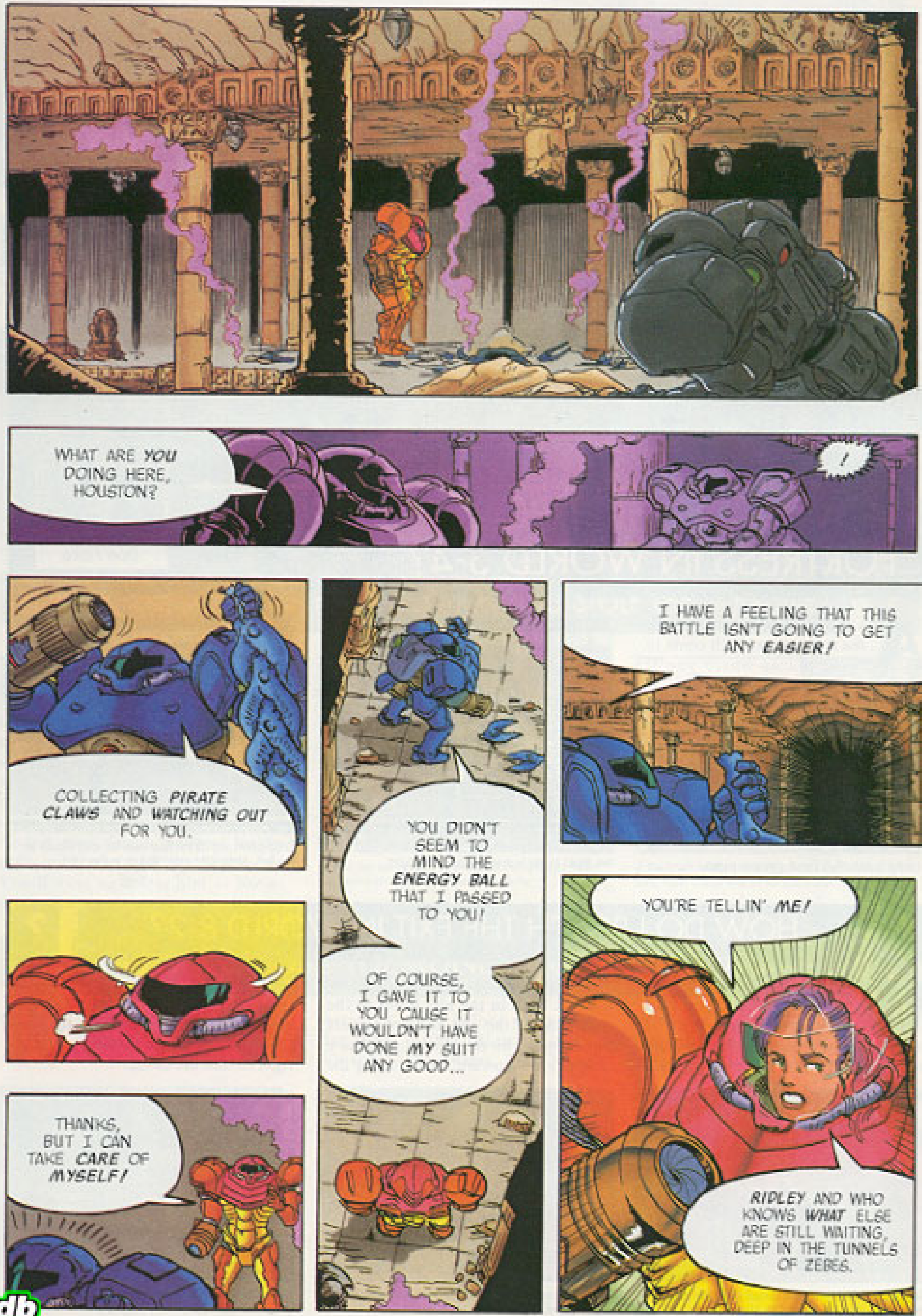

PA-SHOOM
POOSHH
THIS PLACE IS A RUIN!
IT'S TIME TO CLEAN HOUSE!


I REMEMBER THIS PLACE WELL!
I USED TO VISIT ZEBES LONG BEFORE THE RISE OF THE PIRATES!
THE BIRD PEOPLE HAVE ALWAYS BEEN PEACEFUL...
...BUT THE PIRATES ARE A WARRING RACE!
THEY'RE THROUGH PICKING ON PASSIVE CREATURES!
...'CAUSE I'M READY TO RUMBLE!
CRACK
!
GRAAA!
PANG!
LET'S FIGHT!


BAM
YIKES!
ANIMAL!
I'LL GET YOU!
ERGAA!
!

mdb


POW!
UNHH!
HA! HA!
SCEEE
SAMUS!
AN ENERGY BALL!
?!
WHOA!
YAAA!
FOOM!
WHEW!
FFSSHH


WHAT ARE YOU DOING HERE, HOUSTON?
!
COLLECTING PIRATE CLAWS AND WATCHING OUT FOR YOU.
THANKS, BUT I CAN TAKE CARE OF MYSELF!
YOU DIDN'T SEEM TO MIND THE ENERGY BALL THAT I PASSED TO YOU!
OF COURSE, I GAVE IT TO YOU 'CAUSE IT WOULDN'T HAVE DONE MY SUIT ANY GOOD...
I HAVE A FEELING THAT THIS BATTLE ISN'T GOING TO GET ANY EASIER!
YOU'RE TELLIN' ME!
RIDLEY AND WHO KNOWS WHAT ELSE ARE STILL WAITING, DEEP IN THE TUNNELS OF ZEBES.

mdb

TO BE CONTINUED...

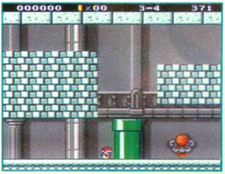
COUNSELORS' CORNER

SUPER MARIO ALL-STARS

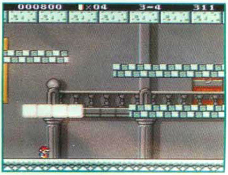
HOW DO I GET THROUGH THE FORTRESS IN WORLD 3-4?

Dan Fluke

As you work your way through the fortress, you will come to some places where you'll have to choose which path to take. If you take the correct one, a bell will ring and you'll continue further into the fortress. If you choose the wrong way, a buzzer will sound and you'll repeat the section you just completed. If you listen for these sounds, you'll quickly find the path that takes you to your meeting with Bowser. Start by going past the first green pipe.



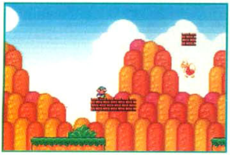
Go past the first green pipe. Jump up on the next two pipes to the highest ledge on the right.



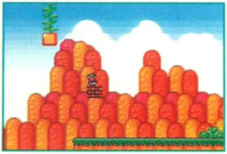
Drop down and hit the four invisible icon blocks on the left. Jump onto them and go to the right.

HOW DO I REACH THE EXIT IN WORLD 8-2?

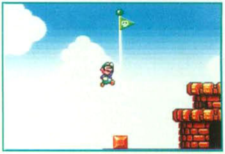
World 8-2 will keep repeating itself unless you find the hidden exit. You'll come to a pool about half way through the stage. Just past it there is a gap and a red Koopa Paratroopa flying below a block high in the air. Jump to the right side of the gap and bounce off the Koopa to hit the block and cause a vine to grow upward. After hitting the block, hold the Control Pad to the right so you won't fall into the gap, then jump back up and climb the vine. Once you're in the clouds, go to the right to find the castle.



About half way through the stage, you'll see a Koopa Paratroopa flying below a high block.



Jump up, bounce off the Koopa and hit the block to make a vine appear.



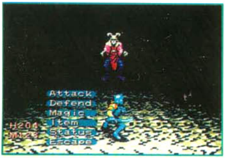
Climb the vine up into the clouds. Go to the right until you reach the castle at the stage's end.

THE 7TH SAGA

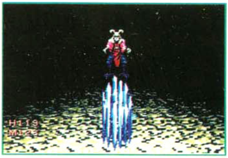
HOW DO I FIGHT THE APPRENTICES?

Richard Storms

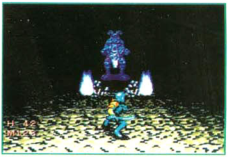
Fighting other apprentices is difficult because they're always built up to about the same level your character is, but you can gain the advantage by memorizing their attack patterns. They vary, but each uses the same pattern when fighting the same opponent. When you first fight, survive as long as you can and write down their patterns of attack so you'll know how to plan for your next bouts. Enemy apprentices might use healing spells as extra steps, but they'll return to their regular patterns in the next rounds.


Attack
Defend
Magic
Item
Status
Escape
H204
M128

Fighting the other apprentices is tough work--they're always at comparable experience levels.



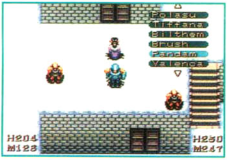
Survive as far into the bout as possible, writing down the attack patterns they use against you.



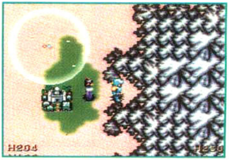
If enemies use healing spells, they'll revert to their regular patterns in the following rounds.

WHERE DO I FIND THE APPRENTICE WHO STOLE THE SKY RUNE?

Use the Wind Rune to warp from town to town, looking for the apprentice thief who took the Sky Rune. At each town, step outside and look at the town in your crystal ball. If it looks normal, warp to a new town, but if it flashes, there is a Rune to be found in the town. Enter and save your game at the Inn, then search the town for the apprentice who took the Sky Rune. You'll have to defeat him or her to get the Rune.


Polasu
Tiffana
Bilthem
Brush
Pandam
Valenca
H204
M128
H250
M247

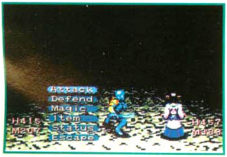
To find the apprentice who stole the Sky Rune, travel from town to town using the Wind Rune.



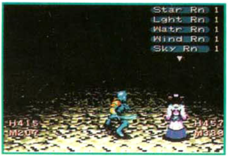
If the town flashes when you view it with the crystal ball, enter it and search for the Rune.

HOW DO I USE THE RUNES AGAINST GORSIA?

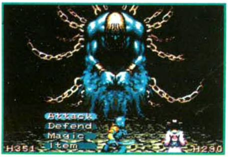
When you reach Gorsia in the Castle of Gorfun, you must use the seven Runes in a particular order before you attack. Use them in the following order: Wizard, Light, Water, Star, Moon, Wind and, finally, Sky. Using them in any other order will be ineffective. Attack after using the Runes.


Attack
Defend
Magic
Item
Status
Escape
H415
M207
H457
M388

Gorsia is a fierce foe. You'll need the magic of the seven Runes to help you succeed in your fight.


Star Rn 1
Lght Rn 1
Watr Rn 1
Wind Rn 1
Sky Rn 1
H415
M207
H457
M388

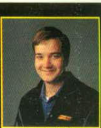
Start by using the Wizard Rune against Gorsia, then use each of the others in the order listed above.


Attack
Defend
Magic
Item
H351
H290

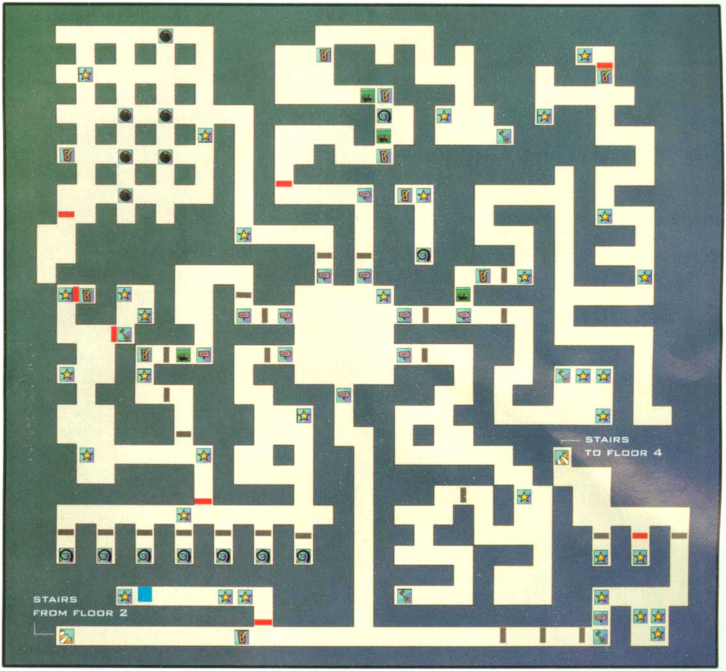
After using all of the Runes, mount your attack using your character's strongest offensive moves.

DUNGEON MASTER

HOW DO I GET THROUGH FLOOR 3?



Daniel Bliss



Tips for specific locations: At "Chambers of the Guardian," press the green gem button next to the cell that the Chest is in to teleport it to another room. Keep teleporting it until it appears at the end of the hall. Open the Chest, get the Mirror of Dawn, and hold it in front of the eye to open a secret door.

At the "Matrix," step inside, go two screens north, six west, four south and one west. Push the switch to open the door, then go one screen east and three south to find the hidden room.

At the "Room of the Gem," place an item on the trigger to close the pit, then cross over and flip the switch. Find the Blue Gem and bring it back to open the other door.

See Volume 54 for tips on the "Cast Your Influence, Cast Your Might" message and the "Time is of the Essence" door.

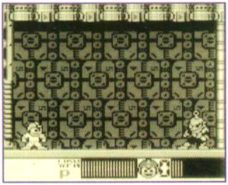
★ ITEM
KEY
PIT
SIGN
DOOR
COINS
SWITCH
TELEPORTER
LEFT-TURN TILE
🟥 SECRET DOOR

MEGA MAN IV

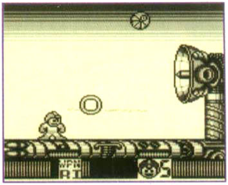
HOW DO I GET ITEMS INSIDE THE UNBREAKABLE BLOCKS?

Jean Crothers

You must defeat Ring Man and get the Ring Boomerang before you'll be able to collect the items from the unbreakable blocks. The Ring Boomerang is an awesome weapon that you can shoot out in any direction. It's capable of passing right through the solid stone blocks, picking up the items inside, and returning to you carrying the little treasures. To defeat Ring Man, jump to avoid the rings he throws, then slide under him and fire at him from behind.



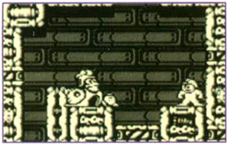
To get the Ring Boomerang, beat Ring Man. Avoid his rings and wait for a chance to slide under him.



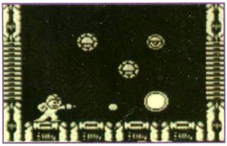
You can throw the Ring Boomerang in all directions. Use it to collect the items inside unbreakable blocks.

HOW CAN I MAKE IT THROUGH DR. WILY'S SHIP?

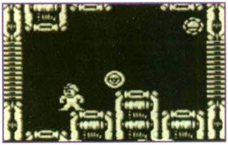
In Part 2 of Dr. Wily's Ship, there are two hidden areas that are filled with Power-Ups. Finding the areas and collecting the Power-Ups will help you succeed in reaching Dr. Wily in a healthy enough condition to put up a good fight. To find the secret spots, look for two blocks that have "+" marks on them. You'll find the first after defeating the egg-throwing duck and the second after defeating the floating eye that is the guardian for the stage. Go down one screen from the fighting duck to find the first block and go to the right after beating the boss to find the second one. Use your Charge Kick to break through the "+" blocks, then start collecting the goods that Protoman doles out. When you've collected all of the Power-Ups, Protoman will disappear. Now you can continue your quest to hunt down the nefarious Dr. Wily.



After you defeat the fighting duck, go down one screen to find the block the "+" on it.

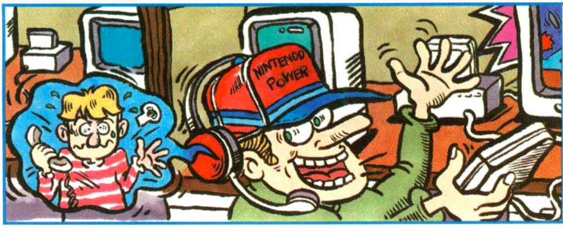


You'll have to defeat the floating eyeball before you can search for the second "+" block.



After you beat up the big eye, go all the way to the right and drop down one screen to find the "+" block.

PUZZLED? PERPLEXED? PERTURBED? SOLVE YOUR PROBLEMS BY CALLING THE PROS!



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

EXTRA!

A STEP-BY-STEP GUIDE TO:
STARTROPICS

Quick Play

This Counselor's Corner Extra is for anyone who has ever been stuck in Startropics. We reveal every step of the game, so use it as a reference when you find yourself in a bind.

CHAPTER 1 - PRELUDE

1 When you begin, walk to the left and enter the small village of Coralcola. Go into the large building on the left and talk to Chief Coralcola to receive the Island Yo-yo.

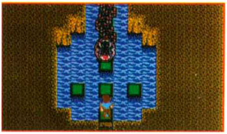
2 Talk to everyone else in the village. After you speak to all of the islanders, the man blocking the upper right building will move out of your way.

3 Enter the top right building, talk to the Shaman, then enter the Island Tunnel.

4 Defeat the C-Serpent inside the Island Tunnel then exit.

5 Travel north then east as you work your way to Dr. J's lab. Along the way you will run into Bab2oo. Talk to him to receive the ID Code to start the Sub-C.

6 Continue south and enter the lab. You will automatically board the Sub-C, ending the chapter.



Island Tunnel

From the Entrance:

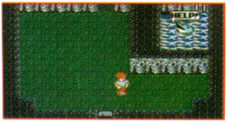
❶ Work your way Up 11 rooms. ❷ Defeat the C-Serpent. ❸ Continue Up three rooms to find the exit.

How to defeat the C-Serpent

Stand on the center block and shoot the C-Serpent in the mouth when it is open. If it shoots fire at you, quickly jump to the left or right to avoid being hit.

CHAPTER 2 - DOLPHINS

1 When you begin, travel east in the Sub-C until you encounter the Female Dolphin. Agree to help her find her son, then continue traveling east.



2 When you reach the island, steer the Sub-C through a tunnel and dock to the east of the Lighthouse.

3 Talk to the man inside the Lighthouse then return to the Sub-C.

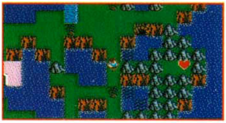
4 From the dock, go one space down, all the way to the right, all the way down, all the way to the right, through the wall, one space down, right and through the wall, then down to the dock.

5 Enter the house south of the dock and talk to the woman inside. You'll learn about a Bottle on the beach.

6 Walk down to the beach and follow it around to the upper right. Walk left through the wall to find the secret cave. Walk through the cave and collect the Bottle.

7 Return to the Sub-C. The ID Code you found in the Bottle will allow you to make the Sub-C dive by pressing the B Button.

8 From the dock go all the way up, submerse the Sub-C, go one space up, one space left and dive again.



9 Go right, up through the tunnel, then dock the Sub-C.

10 Walk as far south as you can, then walk through the mountains to get the Big Heart.

11 Walk to the northeast corner and enter Octo's Lair. Defeat Octo and save the dolphin.

Octo's Lair

❶ Work your way up one room, all the way right, and up one room. ❷ Work your way to the left two rooms then up one room. ❸ Go to the left side of the room then up to the next room. ❹ Go to the left side of the room, go right through the wall, walk up, right through the wall again, then go up to the next room. ❺ Continue up one room, all the way to the left, and up to the next room. ❻ Continue up two screens, go left through the wall and collect the Snowman. ❼ Go up two screens and defeat Octo the Huge.

How to Defeat Octo the Huge

Jump back and forth across the bottom of the screen, avoiding Octo's shots until he comes down to the bottom of the screen. Use the Snowman to freeze him when he comes down, then nail him as fast as you can with either the Yo-yo or the Baseball Bat. Repeat the process until he's defeated.

CHAPTER 3 - STORM AND CALM

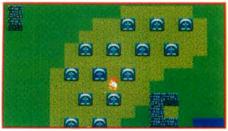
1 Travel east to the small cabin and replenish your energy. Continue east and enter the Miracola Tunnel. Work your way through it, then continue north to Miracola Village.

2 Talk to everyone in the village, then enter the Chief's hut. Agree to help his daughter, then enter through the top of the hut and see Bananette.

3 Exit the village, travel east and enter Magma's Molten Tunnel. Defeat Magma and exit the tunnel.

4 Travel north to Shecola Castle. Walk around the outside wall to find a set of stairs. Go down the stairs and talk to the Fortune Teller. She will send you to the Ghost Village.

5 Go north through the mountains, grab the Big Heart and continue to the Ghost Village.



6 In the village look for the tombstone in the upper left area that is a slightly different color. Walk into it to enter the Ghost Tunnel.

7 Inside the tunnel, defeat Maxie, then exit. Outside, you will find the Crystal Ball in the dried-up pond.

8 Return the Crystal Ball to the Fortune Teller. Your appearance will be altered so you can enter Shecola Castle.

9 Enter the Castle and talk to every one. You will get the Shooting Star.

10 Exit the castle and head west through the West Tunnel. On the other side walk straight down, then left through the mountain.

11 Exit the mountain, go south,and enter the Hermit's Mountain. Find the Hermit to get the cure for Bananette.

Miracola Tunnel

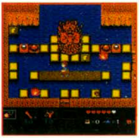
Go up seven rooms, right one room, up one room, then exit the cave.

Magma's Molten Tunnel

❶Work your way up two rooms, left two rooms, up two rooms and down the stairs. ❷ Go down the stairs again. ❸ Go right one screen, up two screens, all the way to the right and up to the next room. ❹ Work your way up the right side of the room and exit the door at the top. ❺ Continue up one screen, defeat Magma, go right one screen and exit the cave.

How to Defeat Magma

Magma can not be damaged by your weapons. To defeat him you must find both Switch Blocks in the room and reveal the red plungers. When you step on both plungers, he will be dumped into the water. One switch is in the upper left corner and the other is in the lower right corner of Magma's platform.



Ghost Tunnel

❶ Go up one room, left one room, all the way to the left, then down two rooms. ❷ Collect the Rod of Sight and continue down two rooms, right one room, and down one room. ❸ Defeat the pink slug and push through the wall to the right. ❹ Go to the right two rooms, down two rooms and collect the Lantern. ❺ Go back up two rooms and right one room. Use the Lantern to work to the right two more rooms. ❻ Go up four rooms, right four rooms, down two rooms, left one room and defeat Maxie. ❼ Go left one room, up one room and jump on the switch until the exit appears.

How to Defeat Maxie

First, use the Rod of Sight to make Maxie appear. Use continuous shots with the Bolo to take her out quickly. It will take 30-40 shots to defeat her. While you're shooting, move across the bottom of the screen to avoid being hit by the cannons.

West Tunnel

❶ After you have talked to everyone in Shecola Castle, jump on the trigger ten times to make the bridge appear. ❷ Go up one room, left one room, down one room and left three rooms. ❸ Go up one room and exit the cave.

Hermit's Mountain

❶ Go up one room, right four rooms, up one room and take the stairs. ❷ Go right one room, all the way to the right, then up three rooms. ❸ Go right three rooms and take the stairs. ❹ Go up four rooms, right two rooms, down one room, then press left through the wall. ❺ Jump onto the water spout to find the Hermit.

CHAPTER 4 - CONFESSION

1 Sail east to the island, dock the Sub-C and enter the village of Tunacola. Talk to Bait, exit the Village and reboard the Sub-C.

2 Sail east and get swallowed by the whale. Find the lighter and light the fire to escape.

3 Outside the whale, enter the code 747 to end the chapter.

To the Lighter

❶ From Baboo, get in the Sub-C and take the upper right path. Continue until the path splits, then go right. ❷ Go all the way right, down, right, then take the first path up. At the top, dive. ❸ Go up, left, down, one space down, one space left, then dive. ❹ Go up, left, up to the intersection and left again. ❺ Follow the path left, down, then right. ❻ Go all the way down, all the way left, up one space, left through the wall, all the way down and exit the Sub-C. ❼ Walk down, right, up, right and collect the Lighter.

CHAPTER 5 - CAPTAIN BELL

1 Dock the Sub-C and enter the village of Bellcola. Talk to all the villagers, then see the Chief.

2 Exit the village and return to the Sub-C. Travel east along the coast until you find a dark spot in the water, then dive.

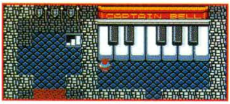
3 Move up one space and dive again. Go north 12 spaces, then go left through the wall and dock the Sub-C.

4 Go to the Fishman's Hut, get the Fresh Worm and return to Bellcola.

5 From Bellcola, go west through the trees and talk to Peter the Parrot. Talk to him and give him the worm. He will tell you the musical sequence that you must play to get into the memorial.

6 Return to the dock near the Fisherman's hut. Go up the stairs, all the way to the left, then follow the path through the mountains. At the end of the path, push left through the mountains.

7 Inside the cave, walk up one step, left two steps, up one step, then two steps left into the secret passage. Follow the passage out of the cave and enter Captain Bell's Memorial.

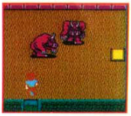


8 Play the giant piano. Step on the keys in the following order: 1, 3, 5, 4, 1, 3. When the fire is gone, take the stairs.

9 Work your way through the cave and free Captain Bell's ship.

Captain Bell's Cave

❶ Go up one room, left five rooms, up one room, then walk up and fall through the floor. ❷ Take the lower right stairs back up, walk five steps up, left through the wall, two steps left, one step down, and left through the wall again. ❸ Go down one room, left four rooms, down two rooms, left two rooms, and up two rooms. ❹ In the room with the big purple enemies, use the Rod of Sight to reveal a ghost. Hit the ghost and exit the room to the left. ❺ Continue left five rooms, up one room then right through the wall. ❻ Walk up, go back to the left through the wall, hit the switch and finish the stage.



CHAPTER 6 - REUNION

1 Sail east to the large island, move ten spaces down from the top of the island, then sail right through the island.

2 Dock the Sub-C and visit the village of Howduyadu-Cola. Talk to all the villagers, then reboard the Sub-C.

3 Sail northwest from the village until you can find a place to submerse the Sub-C. When you resurface, move right five space, down two, and dive again.

4 Dock on the island below you and take the stairs to find a Big Heart. Return to the Sub-C, sail east through the narrow passage and locate the island with the hut on it. Sail south to the crescent shaped island and push right through the center of the island.

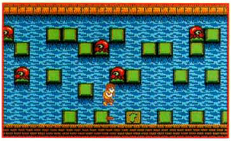
5 Sail south to the small islands in the arrow formation. Enter the second submerge spot from the left. Sail down and left, then take the bottom set of submerge lines.

6 Travel to the left and dive again. Sail up to the left side of the big island, then push right through the island.

7 On the other side of the island, sail eight spaces right, five spaces up, then submerge.

8 When you are underwater, travel to the upper left cave and enter Turboss Cavern.

9 After finishing the caverns, follow the path to the right, take the first path up, the first path right, and follow the path to the entrance of Big Rock Cave.



Turboss Cavern

❶ Go up three rooms, left two rooms, up two rooms and defeat the Giant Turboss. ❷ Grab the Anklet then exit to the left. Go up 2 rooms and push through the left wall. ❸ Go up one room, left one room, all the way to the left, up three rooms, then defeat Broken Joe. ❹ Continue up one screen and exit.

How to defeat Giant Turboss

Jump back and forth on the three center bottom tiles to avoid the shots. Hit the boss when it comes down to you. You will be able to keep from being hit as long as you keep jumping.

How to defeat Broken Joe

Use the Baseball that you find in the cave to defeat the statue. Throw the ball when the mouth is open. Stand at the bottom of the screen and jump over the snakes as they approach you.

Big Rock Cave

❶Go right through the wall, up seven rooms, then left one room. ❷ Jump up to the next room, move to the left, jump down one room, move to the left and push through the wall to the left side of the room. ❸ Go left one room, up eight rooms, left one room through the wall. ❹ Go down two rooms, left one room, up two rooms and defeat the Twin Statues.

How to defeat the Twin Statues

Activate the Asterisk weapon and stand on the center block closest to the top of the screen. Shoot the blades up and split them when they are between the two statues. This will damage both of the statues at the same time. Jump up to avoid being hit by their shots.

CHAPTER 7 - ALIEN SPACESHIP

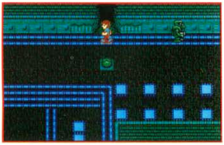
1 Defeat the Jump-Pack Jumper and find the first Cube.\

2 Defeat the Osteroid.

3 Find the second Cube in the Space Maze.

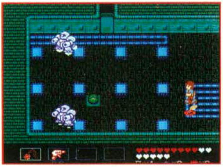
Finding the Jump-Pack Jumper

❶ Go up and enter the space ship. Once inside, go up three screens and collect the Vitamin X. ❷ Go right one screen, down one screen and jump on the left teleporter. ❸ When you reappear, take the top teleporter. ❹ Jump to the left and collect the Medicine, then go right one screen. ❺ Punch through the top wall and grab Vitamin X, then take the teleporter on the previous screen. ❻ Take the right teleporter, then go down two screens. ❼ Go left one screen, continue all the way left, collect the Gun, then take the left teleporter. ❽ Take the right teleporter, go left and defeat the Jet-Pack Jumper. ❾ Exit through the upper wall, take the right staircase and grab the first Cube.



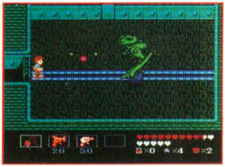
How to defeat the Jump-Pack Jumpers

Use the Gun, Super Nova or Spiked Boots and attack them from the sides. There isn't any set pattern to defeating them, so keep moving!



Find the Osteroid

❶ Go up one screen, right two screens and punch through the top wall.
❷ Collect the Medicine, go back down one screen and continue to the right two screens. ❸ Defeat the enemies, exit through the upper wall and take the teleporter. ❹ Defeat the enemies and exit through the right wall. ❺ Go right three screens, defeat the enemies and exit through the right wall. ❻ Go up one screen, right four screens and defeat the Osteroid. ❼ Continue through the upper wall to enter the Space Maze.



How to defeat the Osteroid:

Use the Super-Nova to push the Osteroid to the right side of the room. In the middle of the bridge there is a block. Hit the block to make the switch appear, then jump on the switch to collapse the bridge. Push the Osteroid off the bridge with the Super-Nova.

Space Maze

❶ Go right, down, right, up, right, up, take the second right, go up and then left to the stairs. ❷ Follow the passage to the next set of stairs. ❸ Go one step down, all the way to the right, up, right, up, right, down, then left to the stairs. ❹ Follow the passage to the next set of stairs. ❺ Go left to the stairs. ❻ Follow the passage to the next set of stairs.
❼ Go down and get the second Cube.

CHAPTER 8 - FINAL BATTLE

1 Go up two screens and Battle Zoda, then exit through the left wall.

2 Go all the way to the left then down one screen.

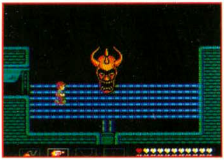
3 Continue left two screens and defeat the Computer Core.

4 Exit through the left wall, go up four screens and battle the second Zoda.

5 Collect the third Cube to finish the game!

How to defeat Zoda

Collect the gun in the upper right corner of the room, then attack the head whenever it appears. Run to the opposite corner of the room whenever the hand appears. Avoid the hand at all costs!

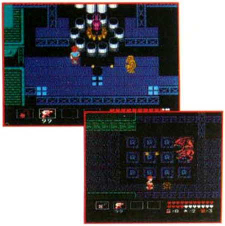


How to defeat the Computer Core

Stand on the trap doors in the top center when they are closed and shoot at the core with any weapon. Jump off the trap doors when you see the one in the lower corner open. Repeat this process as fast as you can to keep the Core from healing itself.

How to defeat the second Zoda

Try to keep your distance and shoot Zoda with your Super-Nova or Gun. Keep moving to avoid his shots. If you can trap him in a corner, you'll be able to defeat him quickly.



POWER PLAYER'S CHALLENGE

The challenge is on, and the response is great! Some of the best players around are sending in their scores and achievements. Do you think you can do better? Then send us your scores and show off your skills!

CHALLENGE

SUPER EMPIRE STRIKES BACK

What's the Highest Score you can get while defeating the Empire?

Use your Force Powers wisely!

TETRIS 2

Send us your all-time best Score.

The higher levels of this game are tough!

SOLDIERS OF FORTUNE

How much money can you collect during the game?

The less often you build up the more money you'll have.

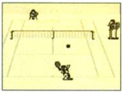
SUPER MARIO KART

What is your best time on the Rainbow Road?

Beware! You can fall right off of this track!

TOP RANK TENNIS

How soundly can you beat Master Joe, the top-ranked player?



Knock the ball into the corners to keep him on the run.

NHL STANLEY CUP

What is your widest margin of victory in a one-player game?

Try to keep your opponents from scoring while you rack up the score.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which includes the system in the photo). All entries must be received by March 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

METAL COMBAT: FALCON'S REVENGE

What is your best time on the High Level of the Time Trial Mode?

Take out all three ST's as fast as you can!

POWER PLAYERS

SUPER STAR WARS

Finished the game.

Josh Little	Bellevue, WA	Finished
Kevin Heimberger	Hacienda Heights, CA	Finished
Brooke Larkin	Addison, IL	Finished
Andrew Gates	Indialantic, FL	Finished
Joey Rispoli	Honolulu, HI	Finished

GOLF

Lowest Scores.

Alan Tolman	Denver, CO	-8
Lance Keller	Long Beach, CA	-6

SUPER BLACK BASS

Biggest bass caught.

Aaron Freeze	Virginia Beach, VA	25lbs 7oz
David Murawski	Lake Zurich, IL	24lbs 14oz
John Dorton	Speedway, IN	24lbs 11oz
Pamela Hodge	Tampa, FL	24lbs 9oz
Jason Hasty	Hanna City, IL	24lbs 9oz
Vernon De La Veryne	Sumner, WA	24lbs 4oz

SHADOWRUN

Lowest body score at the game's end.

K.C. Scott	Spokane, WA	12
Elwin Ranson	Stanwood, WA	13
Rich Smith	New York, NY	13
Jeff Cross	Tempe, AZ	14
Greg Clark	Edmonton, AB	1[illegible]
Phil Olsen	Jersey City, NJ	[illegible]4

BART'S NIGHTMARE

Best report cards.

James Sakai	Richmond, CA	A+
Tracy Micheau	Hoquiam, WA	A+
Tim Frank	Sterling, IL	A+
Justin Walsh	Eustis, FL	A-
Mike Harris	San Francisco, CA	A-
Dedi Hubbard	Laguna Niguel, CA	B+
Andrew Johnson	Kansas City, MO	B+
Jacques Crocker	Orchard Park, NY	B+
Eric Bengfort	Gainsville, TX	B

DESERT STRIKE

Highest Scores on Mission 1.

James Schneider	Jackson, MI	895,200
Jared Exstrand	Kingston, NY	893,200
Neil Thompson	Queens, NY	890,780
Richard Knueger	Sheboygan, WI	889,200

NES OPEN TOURNAMENT GOLF

Best Scores on the U.S. Course.

Rich Pelshaw	Omaha, NE	-19
Michael Zumwalt	Omaha, NE	-19
Andrew Finkle	Houston, TX	-17
Justin Reid	Louisville, KY	-11

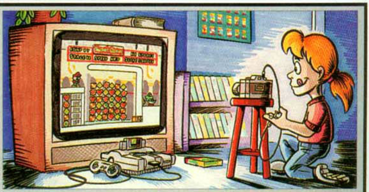
TETRIS

Highest Scores.

Mark Firstenburg	Littleton, MA	540,147
Steve Raymond	Arcata, CA	170,872
Davis Kohl	Northhome, MN	134,324
Greg Aloe	Madison, CT	128,271
Phil Black	Dallas, TX	126,334

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



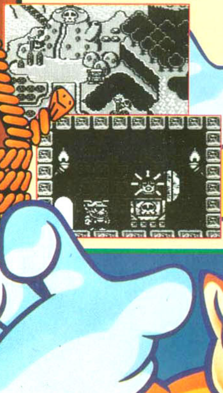
Send to →

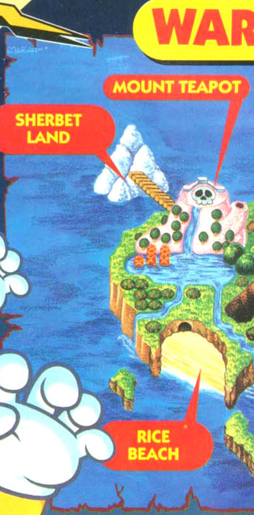
NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

WARIO LAND
SUPER MARIO LAND 3

A HOME OF HIS OWN

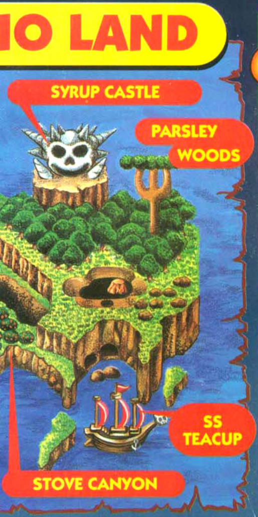
Wario was foiled in his attempt to take over Mario's castle in Super Mario Land 2. Now he stars in a battery-backed, forty-level adventure of his very own—will Nintendo ever let him be the keeper of his own castle?



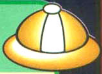

WAR
MOUNT TEAPOT
SHERBET LAND
RICE BEACH

WARIO'S HATS

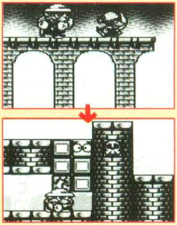
After being soundly beaten when he tried to take over Mario's castle, Wario figures that there must be an easier way to get a castle. Plan B involves stealing treasure from the Brown Sugar Pirates. He's sure that they are hoarding enough plunder to finance the building of a castle so grand that Mario will be green with envy, so he sets out for Kitchen Island and buried treasure. As he explores the island and tangles with pirates, he dons a variety of hats that give him special abilities.



HARD HAT

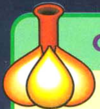


Wario's regular dome-topper is a Hard Hat that gives him the ability to bounce enemies off the screen and break through brick walls using a powerful Body Slam.

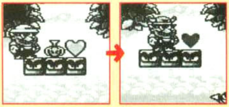


When he's wearing the Hard Hat, Wario can break through bricks by dashing into them twice.

GARLIC POT



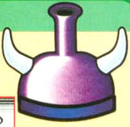
The Garlic Pot is a Power-Up. Its effect on Wario depends on what form he's in when he finds it. Small Wario becomes big, big Wario becomes Bull Wario.

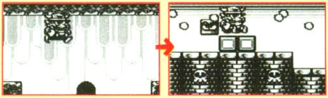


Pick up a Garlic Pot. If Wario's small, he'll get the Hard Hat. If he's big, he becomes Bull Wario.

BULL WARIO

Bull Wario can break bricks with a single dash, up-end enemies by stomping the ground, and stick into the ceiling with the helmet's horns.

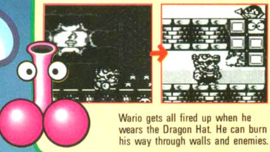




With the Bull hat, Wario can break through bricks and stick to the ceiling.

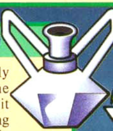
DRAGON WARIO

The Dragon Hat is one hot item. Wario can't dash while wearing the it, but he won't need to—he can burn his way through bricks and fry his enemies with fiery breath.

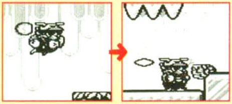


Wario gets all fired up when he wears the Dragon Hat. He can burn his way through walls and enemies.

JET WARIO



The Jet Hat lets Wario fly for short distances. If he flies into enemies or walls, it has the same crushing effect as the Body Slam does.



Jet-propelled Wario is speedy. He can jump higher and run faster than the other forms of Wario.

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RICE BEACH

The first place Wario explores when he reaches Kitchen Island is Rice Beach, where he lands. Barrels left behind by the pirates litter the seashore. The first enemies he meets seem tame, but the Rice Beach boss is big and mean.

KITCHEN TREASURES

Wario mostly wants to collect coins to build that castle, but there are other goodies to find, too.

COINS
It takes lots of dough to build a castle. Defeat enemies and break blocks to find coins.

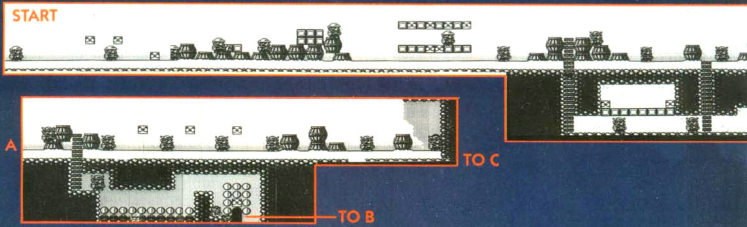
HEARTS
Defeating an enemy earns one Heart Point, but each Heart is worth ten. Earn 100 points for a 1-Up.

KEYS
Use the Keys in the levels where you find them to open the locked Skull Doors that block the way.

STARS
Stars make Wario invincible for a brief period. He can run really fast during that time, too.

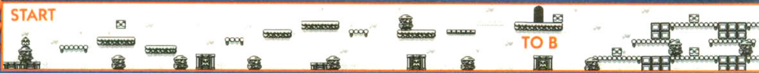
LEVEL 1

The first stage is a breeze. Wario bops along, breaking blocks and bounding over barrels. Later, after the tide comes in, return to this area and explore one of the caves after it fills with water.

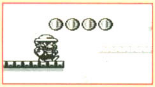


LEVEL 2

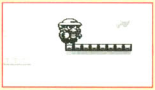
Some levels, including this one, have midpoints that you can restart from if you can't complete the entire level in one try. Watch out for fading ledges!

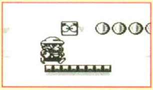


1 DISAPPEARING ACTS



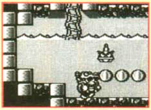
Watch your step! The ledges in this area fade in and out. You'll fall to the ground when they disappear.

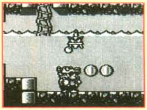




2 DROPPERS DROP BY

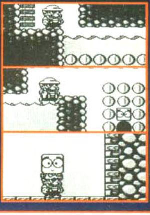
Droppers hug the undersides of ledges. If you have the Bull Hat, jump and press down as you land to stomp, which will make them fall while you're still a safe distance away.





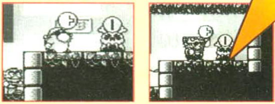
3-UP

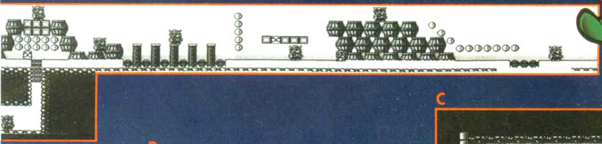
Come back to this room after Rice Beach floods. You'll be able to swim to the right to collect lots of coins and three 1-Ups.

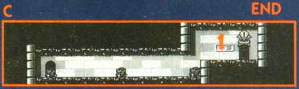


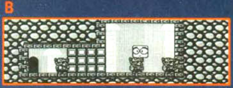
1 COIN TOSS

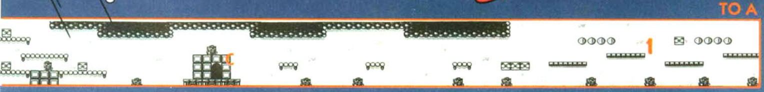
When you come to the end of Level 1, you'll see a statue and a Penkoon. When the Penkoon tosses a coin at the statue, a door will open below it. You can do the same by pressing Up and B. Toss coins at all statues. Some will open doors; others will save your game at a midpoint.

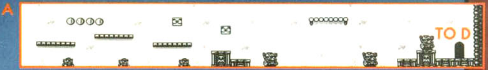


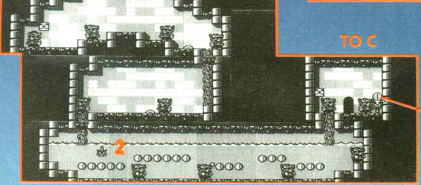


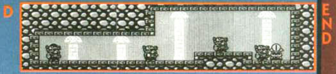






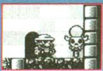






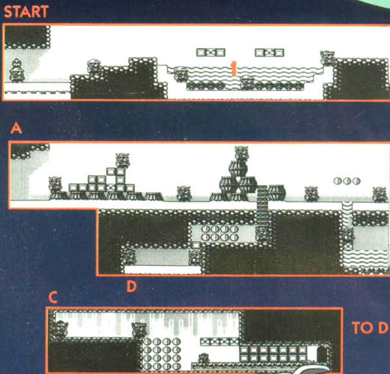
MIDPOINT

Throw a coin at the midpoint statue. It will flash and save your game.



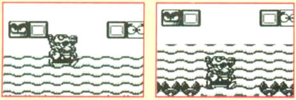
LEVEL 3

Shifting sands make the going tough in Level 3. As you can tell from the double circle on the overworld map, there are two exits for this level. You won't be able to find the second one until the area floods, though. Let yourself be pulled down the sand chutes to reach the underground rooms, where you'll find pirates' treasure.



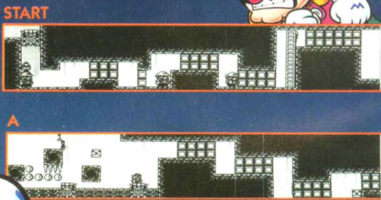
1 SAND SWIMMING

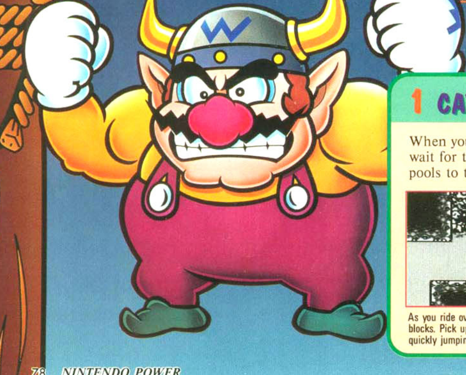
Press the A Button rapidly to stay up near the top, away from the piranha plants.



LEVEL 4

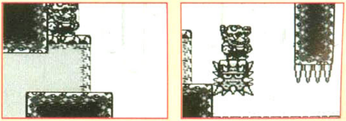
In the first part of Level 4, you'll be racing against a giant Pouncer as you break your way through walls of blocks. It helps if you have the Bull Hat, so you won't have to strike the blocks twice. Midway through you'll reach an opening. Jump up to the ledge above and wait for the Pouncer to catch up so you can ride it to the right. More walls of blocks and some falling Pouncers await you as you near the end of the section.



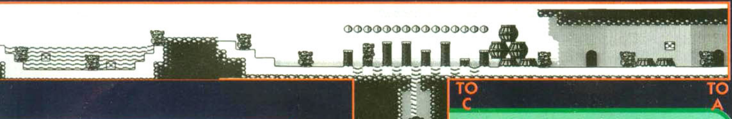


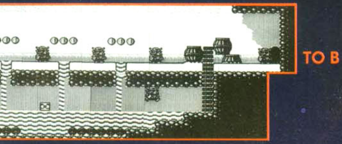
1 CATCH A RIDE

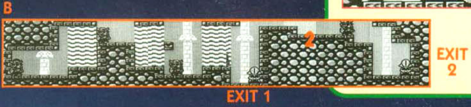
When you reach the opening, jump up to the ledge and wait for the Pouncer. Hop on and ride it over the lava pools to the right, watching for spikes and bats.



As you ride over the lava pools, duck to avoid the spikes on the undersides of the blocks. Pick up a Heart and a Garlic Pot by tapping the face blocks overhead and quickly jumping up to grab the items, then hop back onto the Pouncer.

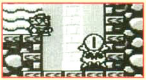


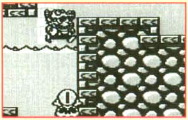


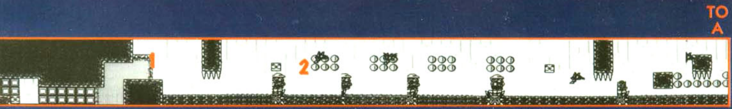


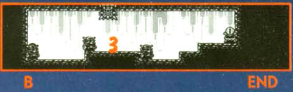
2 ALTERNATE EXIT

The landscape changes dramatically in some of the levels after Rice Beach floods. Return to Level 3 and swim past the original exit to find a second way out.



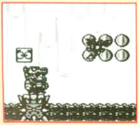


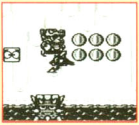


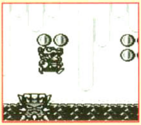


2 DEMON BATS

The bat-like creatures in this area are nasty. They have sharp, spiked tails that they jab at you with. Either hit them from underneath or jump early enough to clear the tail and bop them on their heads. Take them out before trying to collect coins.

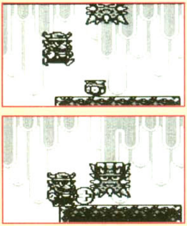






3 COLLECT TEN COINS

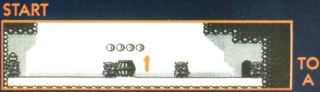
If you hit an enemy once to stun it, then pick it up and set it where a Pouncer can smash it, you'll earn a ten-coin piece. Try this with a Pirate Goom.

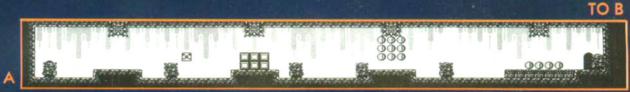


Stun a Pirate Goom and put it under a Pouncer. It's a quick way to earn coins.

LEVEL 5

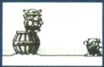
Level 5 is the last of the Rice Beach stages. You'll finish the level by confronting the first boss in the game, a big spiked Pirate Koopa. He's not only vicious, he's fast on his feet.

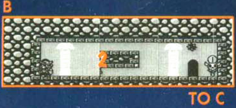




1 MEET D.D.

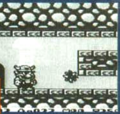
DD stands for Dangerous Duck, and this one has a fowl attitude to boot. He's a pirate guard and he throws a boomerang. Stand on the barrel until he pitches the boomerang, then pounce on him.

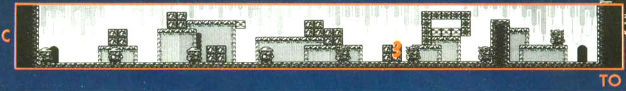




2 DODGE SPARKY

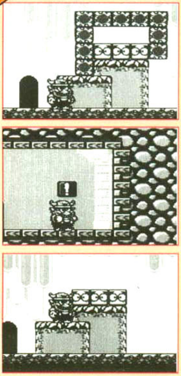
A couple of Sparkies are hanging out in this room. Jump the first one that approaches and crawl under the block in the center of the room on your way to the exit on the right.





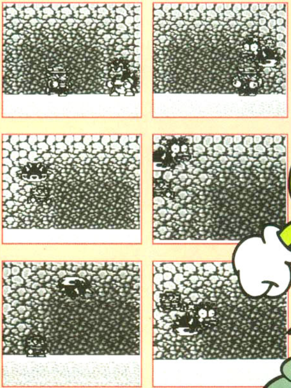
3 SWITCH ROOM

Break the blocks to uncover a door that leads to a switch. Hit the switch to make the solid blocks around the face blocks disappear.

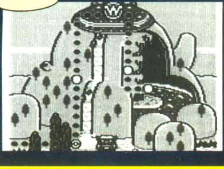


SPIKED PIRATE

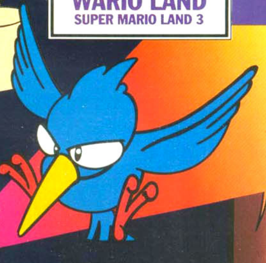
The Spiked Pirate is big and fast. When it changes into a small turtle shell, it darts quickly back and forth, then up and down. Jump over it as it goes from side to side, then bop it from below when it floats up. You can also hit it on the head or bash it when it's in its pirate form.



MT. TEAPOT

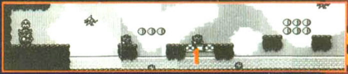


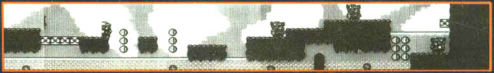
Mount Teapot is aptly named. It has six areas to explore, and the region's boss sits high atop the teapot, on its lid. The enemies that live in and about the mountain are more ornery than those you met up with at Rice Beach, so clearing these levels is more challenging. A secret exit leads from here to Sherbet Land.



LEVEL 8

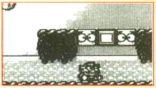
Instead of fighting the current to reach the blocks and door under the platforms, jump off to the right and let the current pull you back to the left to reach them. Watch out for those pesky Pinwheels.





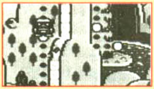
1 CRAZY CURRENTS

The currents pull you every which way, but if you have a Jet Hat, you can swim against them.

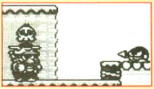


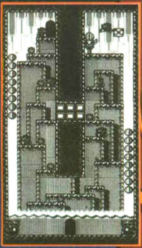
EXIT 1 MT. TEAPOT LEVEL 8 EXIT 2

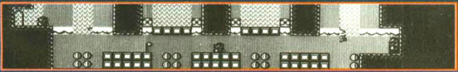
EXIT 1: The lower exit, which is the easier of the two to reach, leads to Mount Teapot's Level 9.

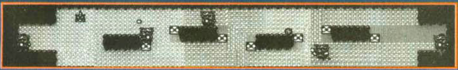


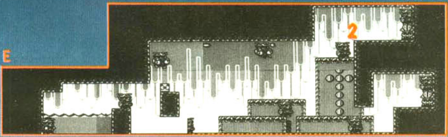
EXIT 2: You need the Jet Hat to reach the exit on the upper level. It will take you to Sherbet Land.





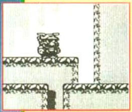


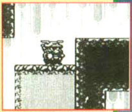




2 EXIT #2

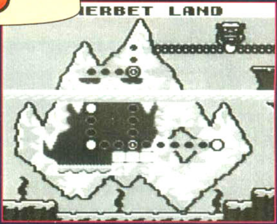
Stand on the platform to the left of the coin arrow. Jump diagonally up off the screen, then use the Jet Hat. Keep holding diagonally to land near the upper exit.





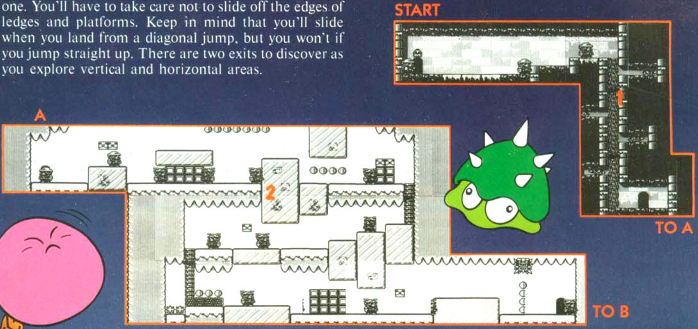
SHERBET LAND

You can continue to progress in the game without going to the island, but it's a side trip that's well worth the detour. It's a freezing cold place, so you'll have to negotiate slippery surfaces as you explore. There are Treasure Chests to be found here, and, if you beat the area's boss, you'll get multiple 1-Ups. Of course, said boss is a prickly penguin that's very difficult to fight, so you'll have to earn those 1-Ups.



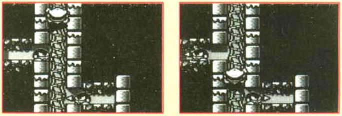
LEVEL 15

Like all of the levels on Sherbet Island, Level 15 is an icy one. You'll have to take care not to slide off the edges of ledges and platforms. Keep in mind that you'll slide when you land from a diagonal jump, but you won't if you jump straight up. There are two exits to discover as you explore vertical and horizontal areas.



1 GLOOMY GOOMS

Don't descend the ladder without looking where you're going. There are Pirate Gooms hiding in the walls, and they'll stab you with their spears if you get in their ways. Wait until they turn their backs before you continue.

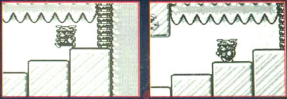


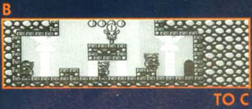
2 FAST-FROZEN FOES

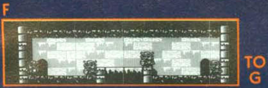
You'll see enemies frozen into walls and platforms all over the island. Don't waste your time trying to defrost them. They're frozen fast—not even the Dragon Hat will thaw them.

CHILL OUT

You'll have to watch your step here. With ice underfoot, it's easy to slide into enemies or off edges. If you have the Jet Hat, you can fly over the ice instead of slipping and sliding along.

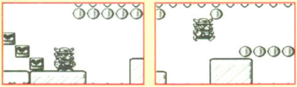




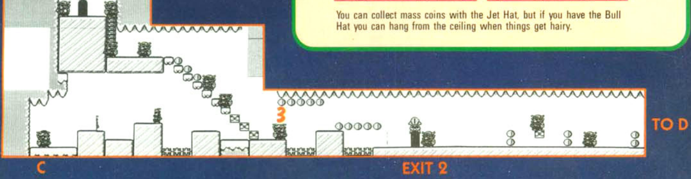


3 COIN COLLECTION

It's hard to collect all of the coins in this area without wearing the Jet Hat. Work your way over to the right.

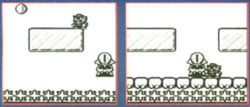


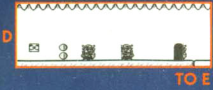
You can collect mass coins with the Jet Hat, but if you have the Bull Hat you can hang from the ceiling when things get hairy.

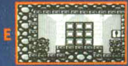


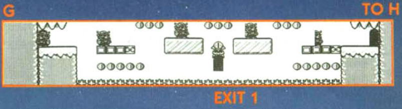
MYSTERY SWITCH

Stay well above the spikes on your way to the room at the right. After you trip the mystery switch inside the door, you can walk back to the door on the row of blocks that suddenly appears.





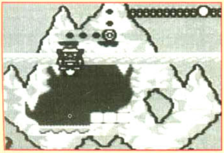




SHERBET ISLAND LEVEL 15

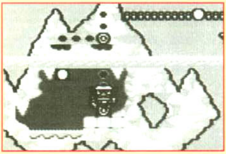
EXIT 1

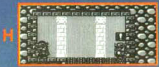
If you take the first exit you come to, you'll be able to continue to Level 16, another icy stage where you'll find a Treasure Chest and two more exits—one of which is very difficult to locate.

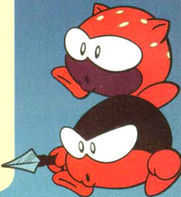


EXIT 2

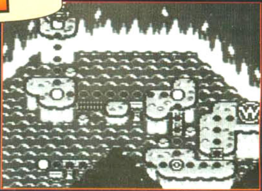
After you trip the switch, go past the first exit and continue to the left, where you'll find some new steps leading up to a door. Go through the door and trip another switch to find the second exit.







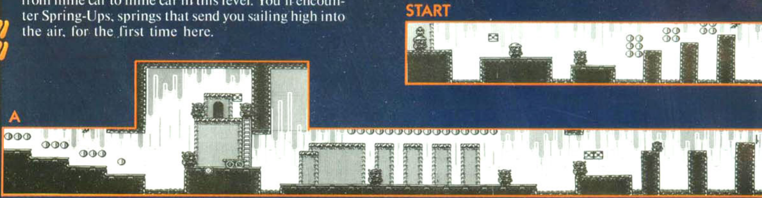
STOVE CANYON



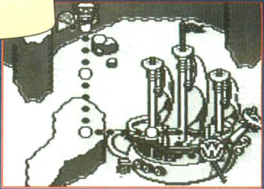
The action heats up in Stove Canyon, where lava beds and fireballs abound and mining cars are the mode of transportation. There are also lots of those Demon Bats with their razor-sharp tails that swoop down to impale unwary treasure seekers, and the region's boss is a big hot-head who breathes fire.

LEVEL 23

Timing is tight as you dodge Demon Bats and leap from mine car to mine car in this level. You'll encounter Spring-Ups, springs that send you sailing high into the air, for the first time here.



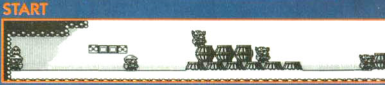
SS TEACUP

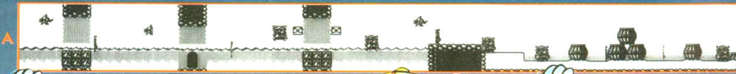


The SS Teacup is anchored just off the southeast coast of the island. As you'd expect, there are lots of Pirates on board. What you might not be prepared for are the alligators with their lightning-quick, snapping jaws and the dive-bombing birds. Prepare to explore both underwater and on the beach.

LEVEL 28

You'll come up against some new enemies on board the SS Teacup. There's a Dragon Hat in the face block on the right, beside the entrance to the level. Be sure to put it on for maximum protection. You'll also need it to break the underwater blocks.

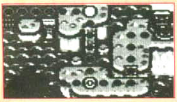




STOVE CANYON LEVEL 23

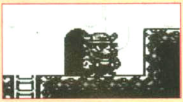
EXIT 1

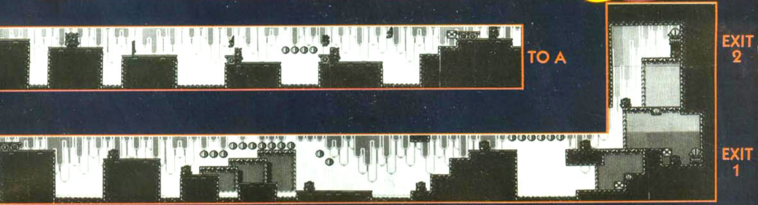
If you leap from the last mine car while it's still high in the air, you'll land near Exit 1.



EXIT 2

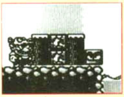
Jump from the mine car at the very last moment to reach a Spring-Up. Spring up to Exit 2.

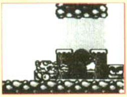


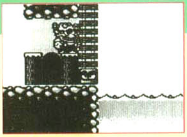


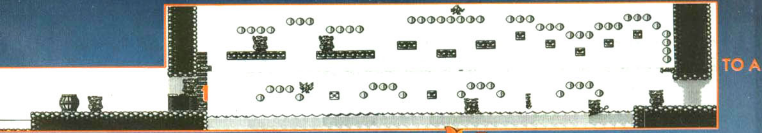
1 COP SOME COINS

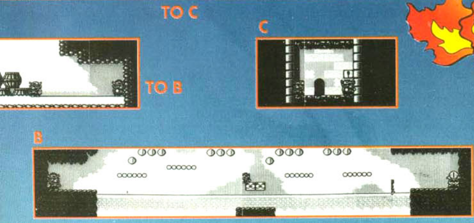
Use your Dragon breath to break the blocks between the posts, then enter a hidden room through the door you uncover. Hit the switch block to make a ladder appear. Climb to the coins.

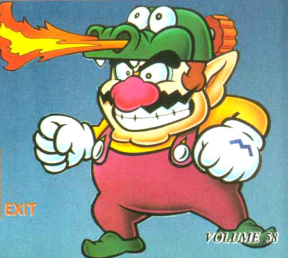






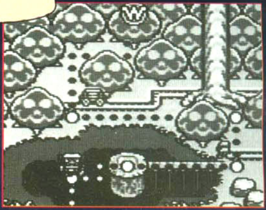






PARSLEY WOODS

Parsley Woods is a huge area, with lots of trees and other obstacles. The pirates' mining operation is located here, so there are many underground stages to explore and mining cars to ride. Dangerous Ducks guard many of the cars on the train that runs through the area, so keep an eye out for the deadly boomerangs they throw.

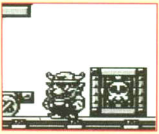


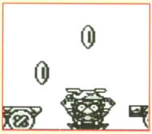
LEVEL 33

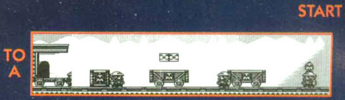
All aboard! The train's pulling out of the station in Level 33, and you're a passenger. The stage scrolls right along and you have to keep up with it, so keep moving. Don't let any of the DDs knock you off the moving cars—you'll be a goner if they do.

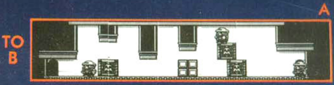
1 CLEAR TRACKS

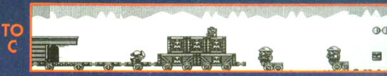
You were able to walk on the mining car tracks you've seen in other areas, but don't try to step onto the train tracks. Keep up with the train and keep your feet firmly on the car.

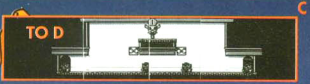


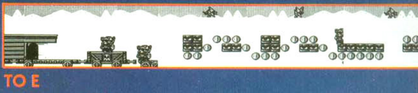


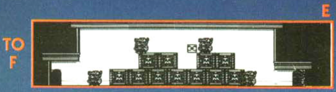


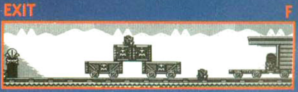










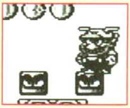


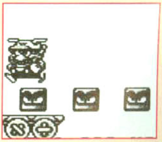
MIDPOINT

You'll get a reprieve part way through the train trip. Be sure to save your game at the midpoint—the second half is even harder than the first was.

2 COLLECTING COINS

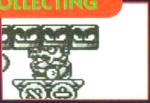
Timing these jumps is tricky. The cart runs under the blocks, but you have to jump over them to pick up coins. It's easy to miss the second block as the screen scrolls, so jump diagonally to skip every other one.

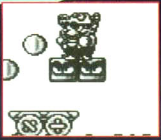




MORE COIN COLLECTING

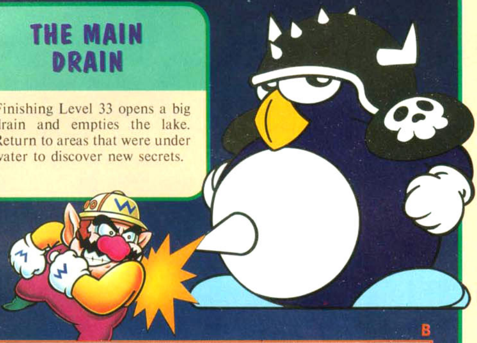
You don't have to press Down to crouch under the blocks and pick up coins, so hold the Control Pad Up so you'll be ready to jump up at the next opening.

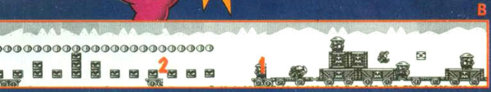


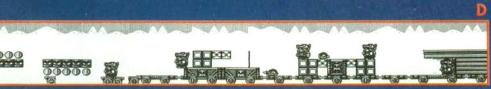


THE MAIN DRAIN

Finishing Level 33 opens a big drain and empties the lake. Return to areas that were under water to discover new secrets.

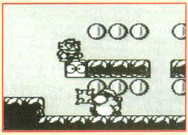


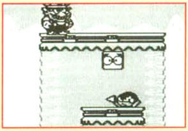


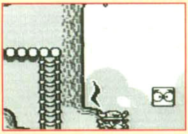


OTHER PARSLEY PERILS

Parsley Woods is the game's largest area. There are several new enemies here, including spearfish and trees that drop spiked bombs. Be sure to seek buried treasure in the underground areas that abound in the woods.

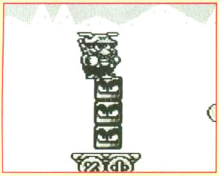


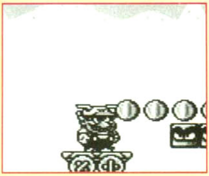


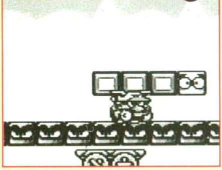


A TRICKIER TRAIN TO COME

Don't think you've seen the last of the train when the caboose fades in the distance. There's a train level ahead that's even more difficult than this one, so hone your train-riding skills here.

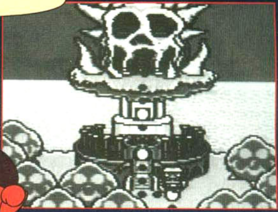


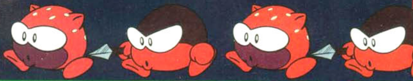




SYRUP CASTLE

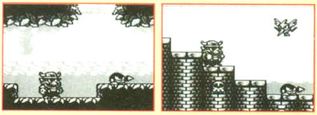
The skull-like structure might represent a pirate's jolly roger, but good times aren't waiting inside. It's a dark and foreboding sight, enough to instill fear in the hearts of lesser adventurers. They saved the worst for last: the worst enemies, obstacles and puzzles. Syrup Castle is the pirates' stronghold, and it's well guarded against greedy intruders like you.





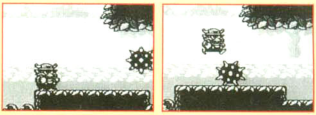
THE GANG'S ALL HERE

All of the enemies that you encountered earlier in the game show up in Syrup Castle. Use the techniques that you found to be effective previously.



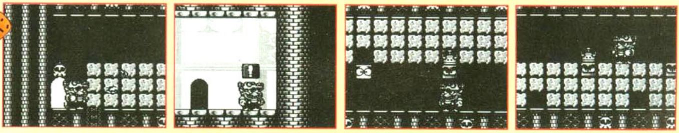
ROLLING SPIKES

The trees drop spiked balls. Edge over until you feel the ground shake from the falling balls, then jump diagonally up and over to clear them.



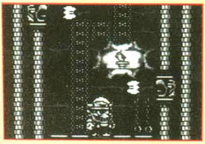
THE SWITCHEROO

When you first enter Syrup Castle, go all the way to the right and hit the switch block. Next, go back to the left, hitting all of the face blocks on the way. Go back and trip the switch again, then go back to the left, picking up items as you go. Hit the switch one more time to reach the ladder.



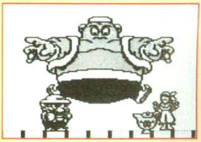
QUICK CLIMB

Shooting statues line the ladders that you must climb. Wait for the first one to fire, then climb as fast as you can.



THE GENIE

Pick up the lamp to make it belch a cloud, then jump on, float up, and pounce on the Genie's head when you're high enough.

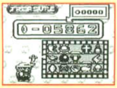


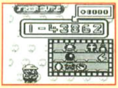
WARIO'S TREASURES

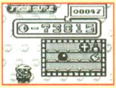
When Wario conquers the Genie by hitting him on the head several times, the magic man will grant a wish in return for Wario's accumulated treasures. Wario, of course, is wishing for a grand castle to make Mario jealous, but what he actually gets will depend on how much treasure he has gathered.

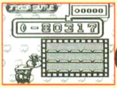
TRADING IN TREASURES

To bulk up your bank account, trade each of the treasures you've found for coins. The Genie will pay well for each, but their values vary.



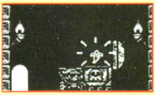






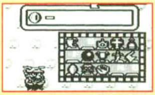
CHESTS

Look on the overworld map for flashing dots. They mark the levels that have Treasure Chests.



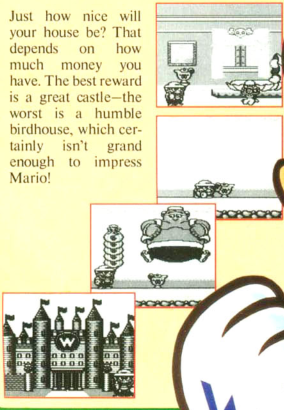
TREASURES

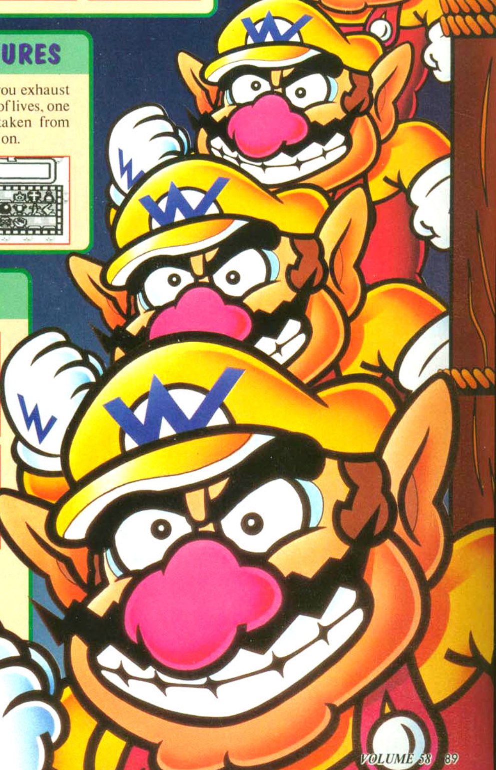
Every time you exhaust your supply of lives, one treasure is taken from your collection.



CASTLE OR CAVE?

Just how nice will your house be? That depends on how much money you have. The best reward is a great castle—the worst is a humble birdhouse, which certainly isn't grand enough to impress Mario!





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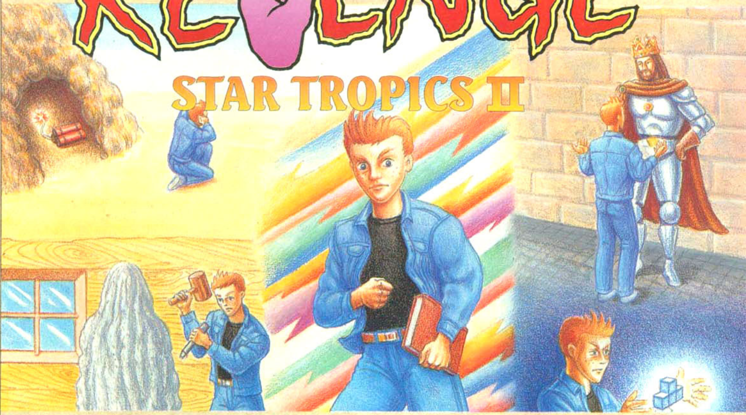
PART 2

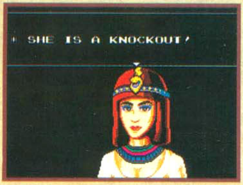
ZODA'S REVENGE™

STAR TROPICS II

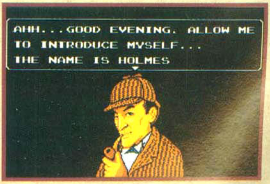


THE ADVENTURE CONTINUES

Last issue, we discussed the first four chapters of Mike Jones' journey through time. With stops in a prehistoric land of cave dwellers, Ancient Egypt and 19th Century London, Mike managed to collect three of the seven mystic Tetrads and defeat the first of three alien clones, the mighty Zoda-X. Now, we turn to another page of the Oxford Wonder World and slip to a different time and space.



SHE IS A KNOCKOUT!

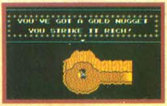


AHH...GOOD EVENING. ALLOW ME
TO INTRODUCE MYSELF...
THE NAME IS HOLMES

CHAPTER 5: SAN FRANCISCO

A BLAST IN THE PAST

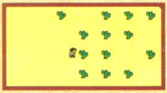
The Tetrad of this era is lost in a haunted mine that has long been closed by an avalanche. Talk to the 49er miners and find out where you should place the dynamite in order to open up the mine. You could also uncover a passage that leads to a Big Heart.

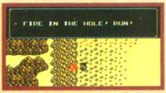


YOU'VE GOT A GOLD NUGGET!
YOU STRIKE IT RICH!

A CACTUS CLUE

The piano player at the local sarsaparilla establishment will play a tune for you that will clue you in on the steps that take you close to the mine's entrance. Look for an unusual Cactus and follow the singer's lead.





FIRE IN THE HOLE! RUN!

The piano player's Cactus Dance is a clue that will help you uncover the location of the lost mine.

GOLD MINE

① MINE CAR MADNESS

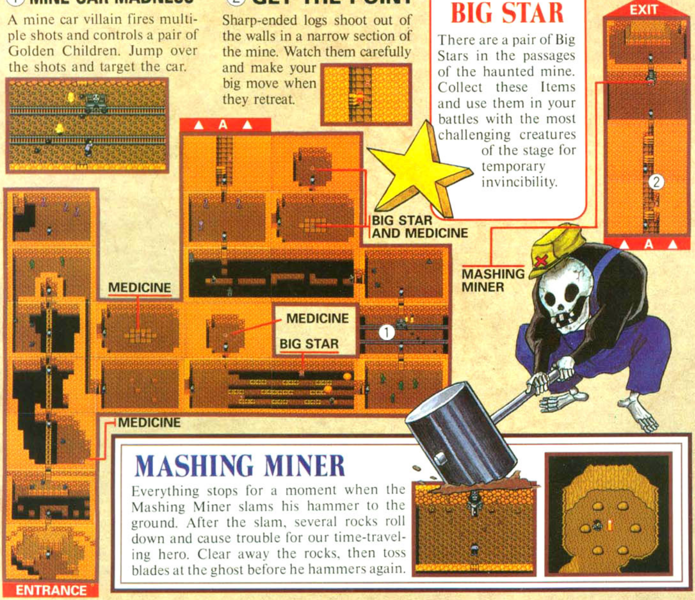
A mine car villain fires multiple shots and controls a pair of Golden Children. Jump over the shots and target the car.

② GET THE POINT

Sharp-ended logs shoot out of the walls in a narrow section of the mine. Watch them carefully and make your big move when they retreat.

BIG STAR

There are a pair of Big Stars in the passages of the haunted mine. Collect these Items and use them in your battles with the most challenging creatures of the stage for temporary invincibility.



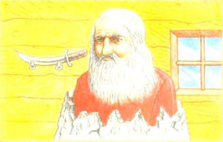
MASHING MINER

Everything stops for a moment when the Mashing Miner slams his hammer to the ground. After the slam, several rocks roll down and cause trouble for our time-traveling hero. Clear away the rocks, then toss blades at the ghost before he hammers again.

CHAPTER 6: RENAISSANCE ITALY

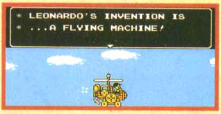
PLASTERED MASTER

Renaissance man Leonardo da Vinci has been encased in a plaster-like substance by the evil Zoda-Y. Mike's mission is to make it through Leonardo's workshop so that he can retrieve a hammer and chisel and free the master artist.



TAKE TO THE AIR

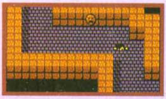
With his plaster covering removed, Leonardo is able to help Mike in his search for the remaining Tetrads. The artist provides the adventurer with a flying machine and a Katana and sends him on his way to a castle in the east.

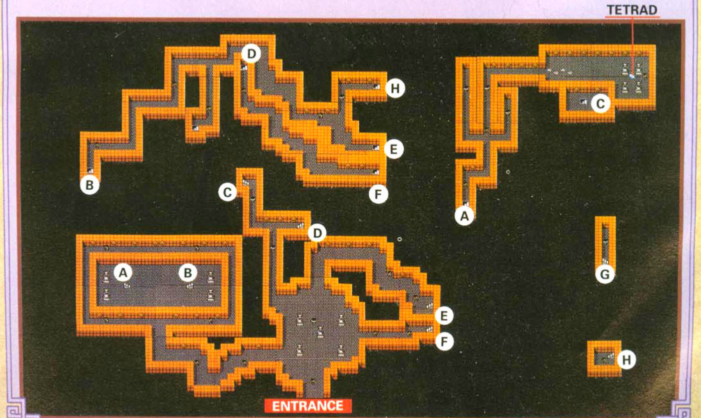


* LEONARDO'S INVENTION IS
* ...A FLYING MACHINE!

EAST CASTLE

The castle is loaded with trap doors and dead end passages. Matching letters on the map indicate connecting areas. Follow the letters in alphabetical order for the fastest possible route to the Tetrad. When you fall into a hole, fight your way out, then keep moving.

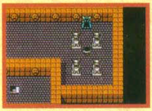




CHAPTER 7: TRANSYLVANIA

ON THE TRAIL OF ZODA-Y

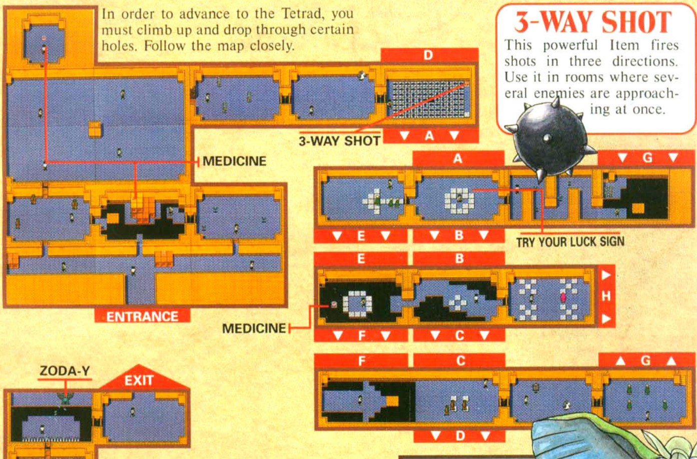
From a palace in Eastern Italy to a haunted castle in Transylvania, Mike time slips in pursuit of Zoda-Y and the Tetrad that the monster has stolen. There are many ghoulish creatures in the castle. Take them on one at a time.

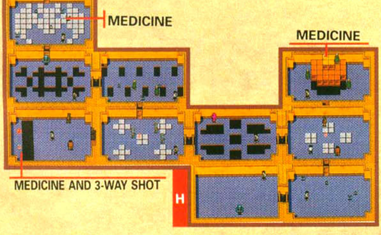


NOT SO FAST, HUMAN

TRANSYLVANIAN CASTLE

In order to advance to the Tetrad, you must climb up and drop through certain holes. Follow the map closely.


D
3-WAY SHOT
▼ A ▼
MEDICINE
ENTRANCE
A
▼ G ▼
▼ E ▼
▼ B ▼
TRY YOUR LUCK SIGN
E
B
H
MEDICINE
▼ F ▼
▼ C ▼
F
C
▲ G ▲
ZODA-Y
EXIT
▼ D ▼

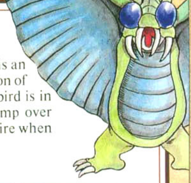

MEDICINE
MEDICINE
MEDICINE AND 3-WAY SHOT
H

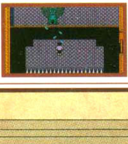
3-WAY SHOT

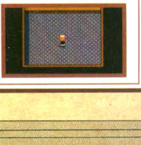
This powerful Item fires shots in three directions. Use it in rooms where several enemies are approaching at once.

ZODA-Y

The castle leader is an owl-like incarnation of Zoda. When the bird is in flight, run and jump over the debris. Then fire when it lands.



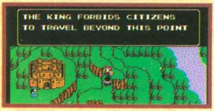


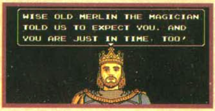


CHAPTER 8: CAMELOT

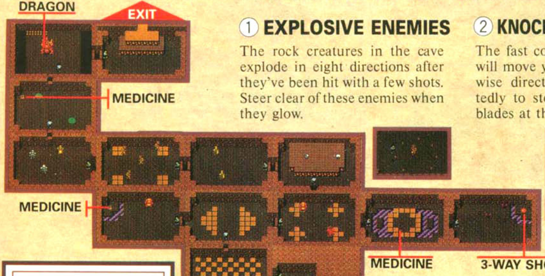
ROUNDTABLE DISCUSSION

The last of the mystic Tetrads is in a cave in King Arthur's England. When Mike meets the king, he'll learn about the ferocious inhabitant of the cave to the north. None of the knights of the round table are available to take on this creature. Sir Mike must go alone.


THE KING FORBIDS CITIZENS TO TRAVEL BEYOND THIS POINT


WISE OLD MERLIN THE MAGICIAN TOLD US TO EXPECT YOU. AND YOU ARE JUST IN TIME, TOO!

THE DRAGON'S CAVE

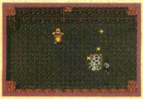


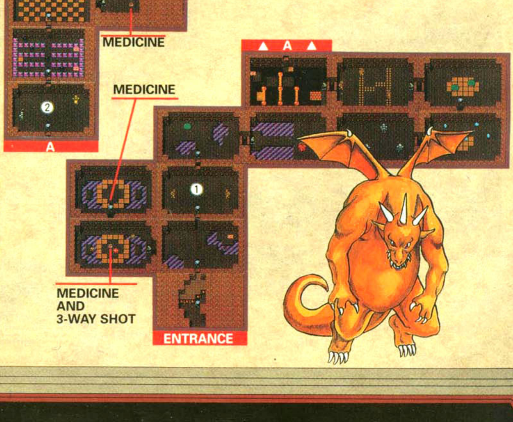
① EXPLOSIVE ENEMIES

The rock creatures in the cave explode in eight directions after they've been hit with a few shots. Steer clear of these enemies when they glow.

② KNOCK OFF THE KNIGHT

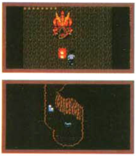
The fast conveyors in this room will move you around in a clockwise direction. Jump up repeatedly to stop moving, then toss blades at the Knight Rider.





DRAGON

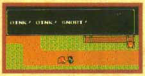
The monster of the cave flies and fires flames. Jump and throw to hit its head while it's in the air. Then, when it lands, jump away from the flames and fire when you have a clean shot.



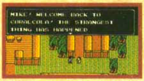
CHAPTER 9: C-ISLAND

RETURN TO C-ISLAND

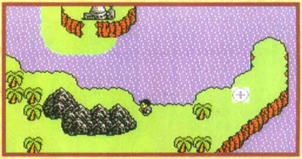
With all of the Tetrads in hand, Mike magically returns to the sight of his original adventure: C-Island. All of the citizens have been transformed into wild boars. Now, Mike must enter the cave of C-Island and defeat one more group of powerful enemies to set things right and vanquish the enemies for good.



OINK! OINK! SNORT!

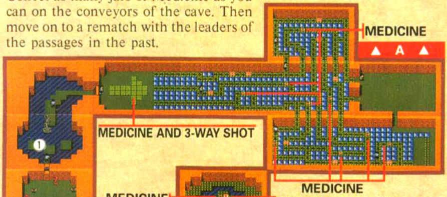


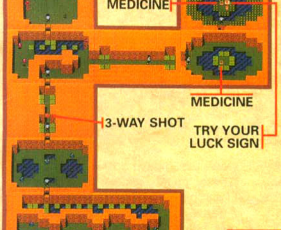
MIKE! WELCOME BACK TO CORALCOLA! THE STRANGEST THING HAS HAPPENED

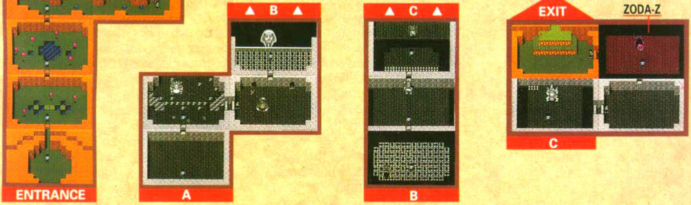


C-ISLAND CAVE

Collect as many jars of Medicine as you can on the conveyors of the cave. Then move on to a rematch with the leaders of the passages in the past.

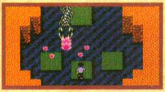

MEDICINE
▲ A ▲
MEDICINE AND 3-WAY SHOT
①
MEDICINE


MEDICINE
MEDICINE
3-WAY SHOT
TRY YOUR LUCK SIGN


▲ B ▲
▲ C ▲
EXIT
ZODA-Z
ENTRANCE
A
B
C

① C-SERPENT

Mike met this cave leader in his original adventure. Hit it when its mouth is open, then jump out of the way.



THE NINTENDO POWER AWARDS 1993

1993
NINTENDO POWER AWARD
NP

Welcome to the sixth annual Nintendo Power Awards in which some of the toughest video game critics in the business cast their votes for the best games of 1993. Who are these judges? They come from across the nation, from the largest cities to the smallest towns. They play video games because they love the action, the strategies and the challenge. Some are masters, others just love to play. They, in fact, are you, and a million players like you who read Nintendo Power. The Nintendo Power Awards are your chance to vote on your favorite games in nine categories. By voting, you'll also be entered in our Nintendo Power Awards contest where you can win some excellent prizes.

All games for the Super NES, NES and Game Boy that were released between January 1993 and December 1993 were eligible for the Power Awards, but since that includes more than 300 titles, we had to narrow the field a bit. More than a dozen pros voted on their top five picks for each of the categories and those winners became this year's nominees. Although most of the development these days goes for the Super NES, you'll still find excellent quality games being released for the NES. Competition for top honors in the Game Boy category remains as heated as ever.

So what will your vote achieve? Most importantly, you can help steer the industry towards the type of quality games you most like to play. The Nintendo Power Awards, like our monthly Top 20 poll, helps developers and retailers determine what's hot and what's not. They listen to you. Another good reason to vote is to recognize all the effort that developers put into their work. A vote of confidence may inspire them to further heights of ultimate game creation. Letting other game players know what games are worth playing is yet another good reason to vote. And, finally, you can't win the grand prize unless you enter. So let's get to it. Make your choices and send in your ballots.

NINTENDO POWER AWARDS 1993

THE NOMINEES ARE...

FOR GRAPHICS & SOUND

The nominees for Best Graphics and Sound include games utilizing new technologies or programming techniques and exceptional sound and animation.

A SUPER NES

1. **Star Fox**
2. **The Magical Quest Starring Mickey Mouse**
3. **Clay Fighters**
4. **Super Empire Strikes Back**
5. **Aladdin**
6. **Jurassic Park**
7. **Mortal Kombat**
8. **Secret of Mana**

B GAME BOY

1. **The Legend of Zelda: Link's Awakening**
2. **Mega Man IV**
3. **Kid Dracula**
4. **Mega Man III**
5. **Jurassic Park**

C NES

1. **Kirby's Adventure**
2. **Battletoads & Double Dragon**
3. **Mega Man V**

FOR THEME & FUN

The nominees for Best Theme and Fun all reflect games with exceptional depth of play and overall quality, but they range from action to fighting to adventure.

D SUPER NES

1. **The Lost Vikings**
2. **Star Fox**
3. **Super Mario All-Stars**
4. **Street Fighter II Turbo**
5. **Secret of Mana**
6. **Super Bomberman**
7. **Super Empire Strikes Back**

E GAME BOY

1. **Jurassic Park**
2. **The Legend of Zelda: Link's Awakening**
3. **Kirby's Pinball Land**
4. **Kid Dracula**

F NES

1. **Mega Man V**
2. **Kirby's Adventure**
3. **Yoshi's Cookie**
4. **Battletoads & Double Dragon**

FOR CHALLENGE

The nominations in this category excel at confounding human opponents, but they are so fun and involving that you want to go back for more, and more . . .

G SUPER NES

1. **Super Empire Strikes Back**
2. **Super Mario All-Stars**
3. **Star Fox**
4. **Shadowrun**
5. **Secret of Mana**
6. **Alien^3**

H GAME BOY

1. **Ultima: Runes of Virtue II**
2. **The Legend of Zelda: Link's Awakening**
3. **Mega Man IV**
4. **Tetris 2**
5. **Kirby's Pinball Land**

I NES

1. **Fire 'N' Ice**
2. **Kirby's Adventure**
3. **Tetris 2**
4. **Mega Man V**

FOR PLAY CONTROL

This is one of the most difficult categories to judge. Games should be intuitive, responsive and have a variety of moves. Complexity is okay if it adds to the game.

J SUPER NES

1. **Star Fox**
2. **Street Fighter II Turbo**
3. **Aladdin**
4. **Super Mario All-Stars**
5. **Cool Spot**

K GAME BOY

1. **Mega Man III**
2. **Mega Man IV**
3. **The Legend of Zelda: Link's Awakening**
4. **Kirby's Pinball Land**
5. **Felix The Cat**

L NES

1. **Mega Man V**
2. **Ducktales 2**
3. **Kirby's Adventure**
4. **Battletoads & Double Dragon**

NINTENDO POWER AWARDS 1993

THE NOMINEES ARE...

FOR BEST HERO

Great heroes are great no matter what system you find them on. This year's heroic nominees range from the totally tough to the whimsically weird.

ALL SYSTEMS

M

1. Batman
2. Mega Man
3. Bubsy
4. Fox McCloud
5. Link
6. Kirby
7. Mario
8. AeroThe Acro-Bat
9. The Lost Vikings
10. Luke Skywalker

FOR BEST VILLAIN

Just as with heroics, sinister doings transcend what video game system a villain appears on. These nominees are simply the most fun to hate.

ANY SYSTEM

N

1. Andross
2. Dr. Wily
3. Darth Vader
4. M. Bison
5. The Dark Queen
6. The Penguin
7. Marvin The Martian
8. Goro
9. Jaffar

FOR MOST INNOVATIVE GAME

Innovation is what keeps video games fresh and exciting. These nominees offer game players new experiences and present new challenges.

SUPER NES

O

1. Zombies Ate My Neighbors
2. The Lost Vikings
3. Super Bomberman
4. SimAnt
5. Shadowrun
6. E.V.O.

FOR BEST SPORTS GAME

When it comes to sports, the best play here. These nominees make use of the Super NES's superior technology to provide the most realistic and fun sports simulations.

SUPER NES

P

1. Nigel Mansell World Championship Racing
2. Tecmo Super NBA Basketball
3. Madden NFL '94
4. WWF Royal Rumble
5. NHL Stanley Cup
6. Legends of the Ring

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card and vote for the Nintendo Power Awards or print your name, address, telephone number, and Vol. 58 on a plain 3 1/2″ × 5″ card. Mail your entry to the address below.

One entry per person, please. All entries must be postmarked no later than April 1, 1994. We are not responsible for lost or misdirected mail. On or about April 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 151:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after April 31, 1994, send your request to the address above.

NINTENDO POWER AWARDS
PLAYER'S POLL Vol. 58
P.O. BOX 97062
REDMOND, WA 98073-9762

PLAYER'S POLL

Please use the card below to specify your choices for the 1993 Nester Awards. Find the letter that corresponds to a specific category, then circle the number that corresponds to your choice in that category. Please choose only one number for each category for questions A through S.

Graphics & Sound

A. Super NES
B. Game Boy
C. NES

Theme & Fun

D. Super NES
E. Game Boy
F. NES

Challenge

G. Super NES
H. Game Boy
I. NES

Play Control

J. Super NES
K. Game Boy
L. NES

M. Best Hero
N. Best Villain
O. Most Innovative
P. Best Sports Game

Best Overall

Q. Super NES
R. Game Boy
S. NES

T. Please indicate, in order of preference, your five favorite Super NES games.

U. Please indicate, in order of preference, your five favorite Game Boy games.

V. Please indicate, in order of preference, your five favorite NES games.

W. Trivia Test: If Nester can count 335 votes an hour, how many votes can he count in 480 minutes?

Answers to the Player's Poll - Volume 58

Name Richard Green Tel. (203) 259-3244
Address 8 High Point Rd.
City Westport State/Prov. CT Zip/Postal 06880-3907
Membership Number 03336032-2 Age 13

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 [✓ 4] 5 6 7 8
B. 1 2 3 [✓ 4] 5
C. 1 2 [✓ 3]
D. 1 2 3 4 [✓ 5] 6 7
E. 1 2 [✓ 3] 4

F. [✓ 1] 2 3 4
G. 1 2 [✓ 3] 4 5 6
H. [✓ 1] 2 3 4 5
I. 1 2 3 [✓ 4]
J. [✓ 1] 2 3 4 5

K. [✓ 1] 2 3 4 5
L. [✓ 1] 2 3 4
M. 1 [✓ 2] 3 4 5 6 7 8 9 10
N. 1 [✓ 2] 3 4 5 6 7 8 9
O. [✓ 1] 2 3 4 5 6

P. 1 2 3 [✓ 4] 5 6
Q. 1 2 3 4 [✓ 5] 6 7 8
R. 1 2 [✓ 3] 4 5 6 7
S. 1 2 3 4 [✓ 5] 6 7

T. Indicate numbers from 1- 112 (from the list on the back of the card) 1. 25 2. 63 3. 112 4. 26 5. 50
U. Indicate numbers 113-171 (from the list on the back of the card) 1. 128 2. 127 3. 166 4. 145 5. 153
V. Indicate numbers 172-221 (from the list on the back of the card) 1. 211 2. 180 3. 190 4. 187 5. 177
W. Trivia Answer 2680

ⓧ ⓧ

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ABC Monday Night Football
2. ActRaiser
3. ActRaiser 2
4. Aero the Acrobat
5. Alien^3
6. Aliens vs. Predator
7. Battlecars
8. Battletoads in Battlemaniacs
9. Battletoads & Double Dragon: The Ultimate Team
10. Brett Hull Hockey
11. Bugs Bunny's Rabbit Rampage
12. Bubsy in Claws Encounters of the Furred Kind
13. Bulls vs. Blazers and the NBA Playoffs
14. Championship Pool
15. Choplifter III
16. Clay Fighter
17. Claymates
18. Contra III: The Alien Wars
19. Cool Spot
20. Cybernator
21. Daffy Duck: The Marvin Missions
22. Desert Strike
23. Disney's Aladdin
24. Equinox
25. Final Fantasy II
26. Final Fantasy Mystic Quest
27. Final Fight
28. Final Fight 2
29. Flashback
30. The Flintstones: Treasure of the Sierra Madrock
31. F-Zero
32. Goof Troop
33. Inspector Gadget
34. Jimmy Connors' Pro Tennis Tour
35. Jurassic Park
36. The Legend of Zelda: A Link to the Past
37. Lester the Unlikely
38. Lord of the Rings
39. The Lost Vikings
40. Madden NFL '94
41. The Magical Quest Starring Mickey Mouse
42. Mario's Missing
43. Mario Paint
44. Mech Warrior
45. Metal Combat: Falcon's Revenge
46. Metal Marines
47. Monopoly
48. Mortal Kombat
49. NBA All-Star Challenge
50. NBA Jam
51. NCAA Basketball
52. NHLPA Hockey '93
53. NHL Hockey '94
54. NHL Stanley Cup
55. Nigel Mansell's World Championship
56. Pak-Attack
57. Pilotwings
58. Pro Sport Hockey
59. Relief Pitcher
60. Riddick Bowe Boxing
61. Road Runner's Death Valley Rally
62. Rock N' Roll Racing
63. Secret of Mana
64. The Seventh Saga
65. Shadowrun
66. Shanghai II: Dragon's Eye
67. Side Pocket
68. SimAnt
69. SimCity
70. SimEarth
71. The Simpsons: Bart's Nightmare
72. Skyblazer
73. Soldiers of Fortune
74. Spider Man and the X-Men in Arcade's Revenge
75. Sports Illus. Championship Football & Baseball
76. Star Fox
77. Street Fighter II Turbo
78. Street Fighter II: The World Warrior
79. Stunt Race FX
80. Super Battletank
81. Super Black Bass
82. Super Bomberman
83. Super Castlevania IV
84. Super Conflict
85. Super Empire Strikes Back
86. Super Ghouls 'N Ghosts
87. Super Mario All-Stars
88. Super Mario Kart
89. Super Mario World
90. Super NBA Basketball
91. Super R-Type III
92. Super Solitaire
93. Super Star Wars
94. Super Strike Eagle
95. T2: The Arcade Game
96. Tiny Toon Adventures — Buster Busts Loose
97. TMNT IV: Turtles in Time
98. TMNT Tournament Fighter
99. Top Gear
100. Top Gear 2
101. Vegas Stakes
102. Where in the World is Carmen Sandiego?
103. Wicked 18
104. Wing Commander: The Secret Wars
105. Winter Extreme Skiing and Snowboarding
106. Winter Olympic Games
107. Wolfenstein 3-D
108. WWF Royal Rumble
109. Yoshi's Cookie
110. Yoshi's Safari
111. Young Merlin
112. Zombies Ate My Neighbors

Game Boy Games

113. Alien^3
114. Baseball
115. Batman: Return of the Joker
116. Batman: The Animated Adventure
117. Battletoads
118. Battletoads in Ragnarok's World
119. Bionic Commando
120. Caesars Palace
121. Castlevania II: Belmont's Revenge
122. Darkwing Duck
123. Dr. Mario
124. F-1 Race
125. Faceball 2000
126. Final Fantasy Adventure
127. Final Fantasy Legend
128. Final Fantasy Legend II
129. Final Fantasy Legend III
130. Gargoyle's Quest II
131. Golf
132. Indiana Jones & The Last Crusade
133. Jurassic Park
134. Kirby's Dream Land
135. Kirby's Pinball Land
136. The Legend of Zelda: Link's Awakening
137. Looney Tunes
138. Mega Man in Dr. Wily's Revenge
139. Mega Man II
140. Mega Man III
141. Mega Man IV
142. Metroid II: Return of Samus
143. Monopoly
144. Mortal Kombat
145. NBA Challenge 2
146. Operation C
147. Pac-Man
148. The Ren & Stimpy Show
149. The Simpsons: Escape from Camp Deadly
150. The Simpsons: Bart and the Beanstalk
151. Speedy Gonzalez
152. Spider-Man & The X-Men in Arcade's Revenge
153. Sports Illustrated Championship Football & Baseball
154. Super Mario Land
155. Super Mario Land 2 — 6 Golden Coins
156. Super R.C. Pro-Am
157. Star Trek: The Next Generation
158. Tecmo Bowl
159. Tetris
160. Tetris 2
161. Tiny Toon Adventures
162. Tom & Jerry: Frantic Antics
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. Wario Land: Super Mario Land 3
168. WWF King of the Ring
169. Yoshi
170. Yoshi's Cookie
171. Zen Intergalatic Ninja

NES Games

172. The Addams Family: Pugsley's Scavenger Hunt
173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bubble Bobble 2
179. Caesars Palace
180. Castlevania III — Dracula's Curse
181. Darkwing Duck
182. Disney's Duck Tales
183. Disney's Duck Tales 2
184. Disney's Chip 'n Dale Rescue Rangers 2
185. Dragon Warrior
186. Dragon Warrior II
187. Dragon Warrior III
188. Dragon Warrior IV
189. Dr. Mario
190. Final Fantasy
191. Jurassic Park
192. Kirby's Adventure
193. The Legend of Zelda
194. Mega Man
195. Mega Man II
196. Mega Man III
197. Mega Man IV
198. Mega Man V
199. Mega Man VI
200. Metroid
201. Monopoly
202. Ms. Pac-Man
203. NES Open Tournament Golf
204. Pac-Man
205. Super Mario Bros.
206. Super Mario Bros. 2
207. Super Mario Bros. 3
208. Teenage Mutant Ninja Turtles
209. Tecmo Bowl
210. Tecmo NBA Basketball
211. Tecmo Super Bowl
212. Tetris
213. Tetris 2
214. Tiny Toon Adventures
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zoda's Revenge: Star Tropics II

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FOR BEST OVERALL GAME

Now it's time to add it all up and choose the best game of 1993. Everyone will weigh the decision differently. For some players, the graphics and sound may tip the balance, while others may prefer a game with greater challenge or a great character. Some games have a great balance of all the categories, like our nominees for Best Overall Game listed below.

Q SUPER NES

1. Magical Quest Starring Mickey Mouse
2. Super Empire Strikes Back
3. Super Mario All-Stars
4. Street Fighter II Turbo
5. Secret of Mana
6. Star Fox
7. Mortal Kombat
8. The Lost Vikings

R GAME BOY

1. The Legend of Zelda: Link's Awakening
2. Mega Man IV
3. Mega Man III
4. Felix The Cat
5. Kirby's Pinball Land
6. Yoshi's Cookie
7. Kid Dracula

S NES

1. Battletoads & Double Dragon
2. Kirby's Adventure
3. Yoshi's Cookie
4. Ducktales 2
5. Mega Man V
6. R.C. Pro Am II
7. Fire 'N' Ice

GRAND PRIZE: 1 WINNER

WIN 25 GAMES

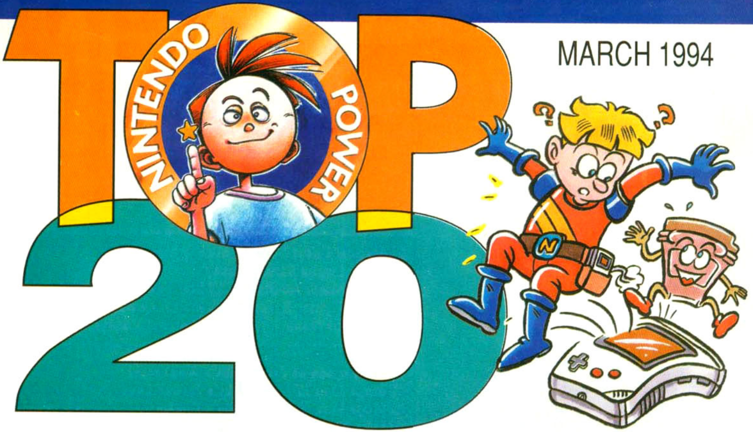
Win 25 Super NES games of your choice! You can pick the best of this year's nominees or any other Super NES game that has been released.

100 SECOND PRIZE WINNERS

Win one of 100 Super NES games chosen by Nintendo Power!

50 THIRD PRIZE WINNERS

Win one of 50 Nintendo Power Shirts!



MARCH 1994

A post-holiday buying spree has made Star Fox the number one Dealer pick this month, but strong Player support keeps Mortal Kombat on top of the charts. Newcomers to the Top 20, based on a Pro preview, include: Wario Land: Super Mario Land 3, Zoda's Revenge and the incredible NBA Jam!

SUPER NES

1 14,937 POINTS
4 MONTHS

MORTAL KOMBAT

The punches and kicks are still flying, keeping this game at the top of the charts for the fourth month in a row!

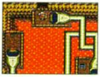
2 13,981 POINTS
12 MONTHS

STAR FOX

Fox McCloud's battle against Andross is sending him soaring up the charts. Can he take the top?

3 11,738 POINTS
26 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST



The land of Hyrule needs a hero to save it from the powers of evil. Are you that hero?

4 10,531 POINTS

STREET FIGHTER II TURBO

With speed and moves like this, Street Fighter II Turbo is bound to stay a hit.

5 9,715 POINTS

DISNEY'S ALADDIN

You've seen the movie, now you can defeat Jafar yourself!

6	9,473 POINTS	JURASSIC PARK
7	7,026 POINTS	SUPER MARIO ALL-STARS
8	5,864 POINTS	SECRET OF MANA
9	5,846 POINTS	SUPER MARIO KART
10	5,117 POINTS	MADDEN NFL '94
11	4,878 POINTS	NHL STANLEY CUP
12	4,775 POINTS	CLAY FIGHTERS
13	4,339 POINTS	NBA JAM
14	4,235 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
15	3,836 POINTS	MARIO PAINT
16	3,817 POINTS	FINAL FANTASY II
17	3,737 POINTS	FLASHBACK
18	3,680 POINTS	SPIDER-MAN & THE X-MEN IN ARCADES REVENGE
19	3,458 POINTS	SUPER EMPIRE STRIKES BACK
20	3,184 POINTS	TMNT TOURNAMENT FIGHTERS

GAME BOY

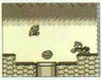
1 18,270 POINTS
11 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING

Link's latest adventure is the toughest yet. Wake the Wind Fish before it's too late!

2 16,706 POINTS
18 MONTHS

SUPER MARIO LAND 2: 6 GOLDEN COINS



If Mario's second adventure is this popular, how will Wario's first adventure do?

3 15,079 POINTS
14 MONTHS

KIRBY'S DREAM LAND

Don't sell Kirby short. This cute little puff ball is tough!

4 10,726 POINTS

SUPER MARIO LAND

Mario's first Game Boy adventure is still one of the favorites with the Players.

5 9,341 POINTS

TETRIS

Once this game gets you, it's hard to quit playing it!

6	9,230 POINTS	METROID II: SAMUS RETURNS
7	8,439 POINTS	JURASSIC PARK
8	7,996 POINTS	MORTAL KOMBAT
9	7,636 POINTS	WARIO LAND: SUPER MARIO LAND 3
10	7,518 POINTS	KIRBY'S PINBALL LAND
11	6,688 POINTS	DR. MARIO
12	5,044 POINTS	TETRIS 2
13	4,671 POINTS	MEGA MAN IV
14	4,578 POINTS	FACEBALL 2000
15	3,528 POINTS	FINAL FANTASY LEGEND III
16	3,382 POINTS	FINAL FANTASY ADVENTURE
17	3,364 POINTS	YOSHI'S COOKIE
18	3,126 POINTS	GOLF
19	3,117 POINTS	YOSHI
20	2,915 POINTS	MEGA MAN II

NES

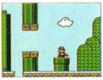
1 11,628 POINTS
2 MONTHS

TETRIS 2

This game went straight to the top! The two-player version of this game is hot.

2 11,349 POINTS
54 MONTHS

SUPER MARIO BROS. 3



This game has got to be good. It's been on the Top 20 charts for over four years!

3 10,164 POINTS
66 MONTHS

THE LEGEND OF ZELDA

Link always has his sword ready to save the day. What a guy.

4 9,565 POINTS

KIRBY'S ADVENTURE

If you thought Kirby's Game Boy game was good, you better try this one!

5 8,229 POINTS

MEGA MAN VI

Mega Man is always a crowd pleaser, and his latest is the best yet.

6	6,794 POINTS	JURASSIC PARK
7	5,911 POINTS	TECMO SUPER BOWL
8	5,829 POINTS	FINAL FANTASY
9	5,388 POINTS	DR. MARIO
10	4,580 POINTS	BASEBALL STARS
11	4,468 POINTS	METROID
12	4,352 POINTS	MONOPOLY
13	4,334 POINTS	TMNT III: THE MANHATTAN PROJECT
14	3,979 POINTS	BATTLETOADS
15	3,790 POINTS	MEGA MAN V
16	3,742 POINTS	DRAGON WARRIOR IV
17	3,647 POINTS	TETRIS
18	3,521 POINTS	MEGA MAN IV
19	3,447 POINTS	SUPER MARIO BROS. 2
20	3,393 POINTS	ZODA'S REVENGE: STAR TROPICS II

NOW PLAYING

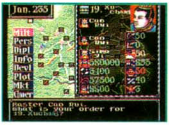
MARCH
1994

LOOK FOR THESE RELEASES SOON

ROMANCE OF THE THREE KINGDOMS III

Company	Koei
Suggested Retail Price	$74.95
Release Date	March 1994
Memory Size	4 Megabits
Game Type	Historical RPG strategy

China in the second century was divided into warring factions led by three great warlords and numerous smaller powers. Koei's latest exploration of this chaotic time puts you and up to seven more players in the positions of these leaders. Your goal is to unite the land, but the forces arrayed against you are daunting. In addition to fighting your neighbors, you'll have to keep the affairs of your home territory in order. Decisions must be made, turn-by-turn, to allocate funds for training soldiers, improving agriculture, upgrading infrastructure and more. Intrigue also plays a role, because players can plot and scheme against each other. Diplomacy, spying, bribery and other means are available to the unscrupulous warlord.



Master Cao Rui,
What is your order for
19. Xuchang?

+ Romance III has great depth for fans of this type of strategy RPG. Battery backed memory. Up to eight players can vie for supremacy.

– An awkward menu item selection process makes it difficult to play this game because there is no message telling you that a command has been accepted. You have to be a real strategy die-hard to master this interface.

NBA JAM

Company	Acclaim
Suggested Retail Price	$74.95
Release Date	February 1994
Memory Size	16 Megabits
Game Type	Arcade basketball for up to four players

If you had the power of ten super stars, you might play like the guys in NBA Jam. It's the hottest game in town, and now it's available for the Super NES with a multi-player option that will blow you away. This month, Power jams with the best players in the NBA.

+ Great graphics, cool moves, and totally involving action for up to four players is a hard combination to beat.

– The game lacks in these specific areas: none. If you want a sports simulation, this game isn't it, but if you want fun, look no further.

UNDERCOVER COPS

Company	Irem
Suggested Retail Price	$64.95
Release Date	March 1993
Memory Size	16 Megabits
Game Type	Scrolling fighter for one player

Lawless gangs have spread throughout the land and you must infiltrate them by beating their members senseless. Although your cover is blown in the first screen, Undercover Cops has lots of action in the Final Fight style. Your three undercover cops have special moves like the Cat Pounce and Dive Bomber, plus individual super moves activated by controller combinations.

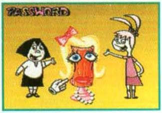
+ Nice graphics (although the animation is stiff) and endless action.

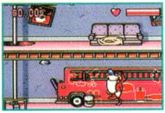
– There's nothing new about the theme or action.

REN & STIMPY SHOW: FIRE DOGS

Company	T*HQ
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	4 Megabits
Game Type	Comic action

Where there's smoke, there's fire, and where there's trouble, you're sure to find Ren and Stimpy. In this two-part action game, Stimpy first finds himself in a firehouse. His job is to gather up all the equipment missing from the firetruck, but the fireman will do everything he can to stop him. You have only a limited time to grab all the goods. In the second part of the game, Ren and Stimpy try to catch items that are thrown out of a burning building.





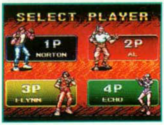
+ Good graphics, humor and sound. A password feature is included.

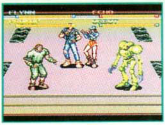
− Not much variety. The time allotted for collecting items is very short. The two levels are repeated.

THE PEACE KEEPERS

Company	Jaleco
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	16 Megabits
Game Type	Scrolling fighter for up to four players

The first fighting game to make use of the Multi-tap is The Peace Keepers from Jaleco. Up to four players can duke it out with a future corporate army. In addition to the standard Final Fight-type action, you can also square off directly against your friends in a Street Fighter II-type Vs. mode. Some unusual features include 2-Player Hit, which allows partners to inflict damage on one another, Angry Mode, which makes you invincible when you're low on energy, and Color Edit, which lets players change the coloring of their characters. Another novelty is that the game lets players choose various routes through the game for added depth and variety. In addition to pretty standard fighting moves, the four Peace Keepers each have devastating special moves.





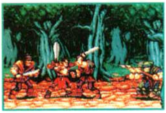
+ The first multi-player fighter for more than two players. Branching paths for more variety.

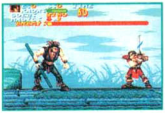
− Fairly slow action and not terribly challenging.

LEGEND

Company	Seika
Suggested Retail Price	$59.95
Release Date	March 1993
Memory Size	8 Megabits
Game Type	Fantasy fighting action for one or two players

When Clovis, an ambitious pretender, seeks to use evil powers to corrupt the kingdom, you must restore justice with the power of your arm and your mighty sword. In Legend from Seika, you'll stalk through a world of medieval castles and swamps while men-at-arms challenge your every step. Although the game plays much like any scrolling fighter, the feeling is quite different and the graphics will transport you to another time. Two players can play simultaneously, collecting items that increase power or give you magical spells to use against stage-end guardians.





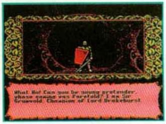
+ Good graphics. The two-player action is particularly fun. It's easy to play, but not so easy to win.

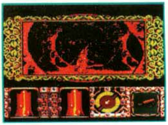
− If you pause for any reason, you'll find yourself surrounded by enemies.

OBITUS

Company	Bullet-Proof Software
Suggested Retail Price	$59.95
Release Date	March 1993
Memory Size	8 Megabits
Game Type	Adventure/RPG

Although some stages of Obitus look like a first-person RPG game, this Psygnosis (of Lemmings fame) computer adaptation is really an adventure in disguise. Your mission is to journey to the four towers and reclaim the gems, but the towers are treacherous and the forests between them are filled with evil creatures and hidden dangers. You'll collect weapons and items to help you on your way, and the game's manual includes an unusual amount of candid help for lost adventurers.





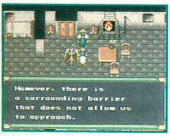
+ A large world with lots of mysteries and adventure. The castle interiors utilize a unique, 3-D perspective. Battery backed memory. Maps in the manual.

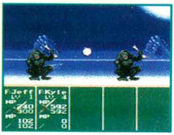
− The forest mazes can be very confusing. Action area play control lacks quickness and precision.

LOST MISSION

Company	Vic Tokai
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	12 Megabits
Game Type	RPG for one player

Kyle, a fighter who is beset by violent apes, finds himself launched on an epic journey to restore the balance of the world from chaotic forces. Action includes exploring the game world, towns, castles, dungeons and so forth while gathering information and items for use in battle. Parties of up to five characters can go questing to build their experience and gold. One unique feature lets you change a character's Skill ratings for maximum efficiency.


However, there is
a surrounding barrier
that does not allow us
to approach.



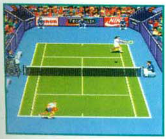
+ The game has enough depth to keep RPG fans interested, but don't expect any of the flash found in Final Fantasy II or Seventh Saga. To speed up the game, there is an Automatic battle mode. Battery backed memory.

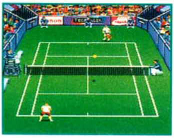
− Uninspired graphics and standard RPG play. Poor story translation. Japanese muzak music. The challenge comes from the seemingly endless series of battles.

ANDRE AGASSI TENNIS

Company	TecMagik
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	4 Megabits
Game Type	Tennis for one or two players

Take to the courts with Andre Agassi. This Pak lets you play men's and women's singles or doubles in exhibitions or tournaments. You can also practice your shot-making against a ball machine or computer opponent. Two players can also team up to challenge the computer at either a Professional or Amateur level of difficulty. At the Amateur level, the computer automatically selects the best shot. You just have to get into position. The Pro level leaves it all up to you.





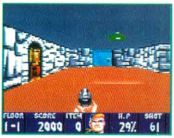
+ Very challenging due to computer players who seldom miss an easy shot. Nice two-player options. Good digitized voice calls the score.

− Unrealistic ball and player speeds. The graphics are smaller than in almost any other Super NES tennis game and the animation is choppy.

WOLFENSTEIN 3-D

Company	Imagineer
Suggested Retail Price	$64.99
Release Date	March 1994
Memory Size	8 Megabits
Game Type	3-D action

Imagine that you're in a fortress filled with the soldiers and secrets of an evil regime. The PC thriller comes to the Super NES in great shape. Escaping from the maze may be well nigh impossible unless you bring along the Nintendo Power review.



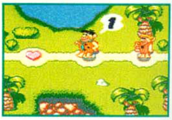
+ Smooth, fast-scrolling 3-D graphics and enemies around every turn.

− The game has little variety. Basically, it's a matter of shooting everyone before they shoot you. The storyline of the original PC game has been altered to omit some objectionable material.

THE FLINTSTONES: THE TREASURE OF THE SIERRA MADROCK

Company	Taito
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	8 Megabits
Game Type	Action for one or two players

Fred and Barney must prove themselves worthy to ascend to the high office of Grand Poobah of the Water Buffaloes. To do it, they'll have to make their way to the Sierra Madrock and find the treasure. Follow their petrified footsteps in this month's Power review.



+ An interesting variation on the traditional action game which includes a dice roll that introduces a random element.

− Very slow action and the resulting poor control can be frustrating.

METAL MARINES

Company	Namco
Suggested Retail Price	$74.95
Release Date	December 1993
Memory Size	12 Megabits
Game Type	Future War Strategy

In the near future, you've been put in command of terrifying new weapons with which you must combat an imperialistic empire. Test your metal in 20 battle scenarios. This month's Power review will give you the winning edge.

+ For a strategy game, Metal Marines has lots of action, which adds to the fun. You must act quickly and make strategic plans. The concept is unique and engaging.

− The game has a fairly long learning curve. Making targeting selections can be awkward.

CHESTER CHEETAH: WILD, WILD QUEST

Company	**Kaneko**
Suggested Retail Price	**Not Available**
Release Date	**March 1994**
Memory Size	**10 Megabits**
Game Type	**Action**

Chester Cheetah returns for his second Super NES action game. This time the funky feline has busted out of the zoo to search for the map to Hip City, USA—home to the coolest cats around. This is a basic platform game featuring lots of running, jumping and collecting items and power-ups in ten levels.

+ Chester's moves are greatly improved from the first game, but the play control still isn't very tight. Good graphics and sound.

− Not much challenge.

LETHAL ENFORCERS

Company	**Konami**
Suggested Retail Price	**Not Available**
Release Date	**February 1993**
Memory Size	**16 Megabits**
Game Type	**Shooting action for one or two players**

Take the law into your own hands with Konami's adaptation of the hit arcade game, Lethal Enforcers. Included with the Game Pak is a light targeting six-shooter. The target-shooting action takes place in scenes like a factory, the airport and in an ethnic urban neighborhood where crimes are taking place. Your job is to blow away the criminals while sparing the odd hostage or civilian who comes in the line of fire. You can increase your firepower and practice on a target range.

+ Target shooting can be fun and the digitized graphics are quite good.

− Some players may find the realistic graphic nature of this game to be objectionable. Although no blood is spilled, the targets are very realistic.

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CREDIT 04
2P 000000
PRESS START

THE UNTOUCHABLES

Company	**Ocean**
Suggested Retail Price	**$59.95**
Release Date	**March 1994**
Memory Size	**8 Megabits**
Game Type	**Target shooter for one player**

Bullets fly and gangsters bite the dust when Elliot Ness is on the case. The Untouchables recreates the gun battles of the tireless FBI agent in his war against Al Capone and organized crime in Chicago of the 1920s Prohibition era. As you blaze away in five levels, you'll have to seek cover where it's available and gather extra ammo. Capone's heavies will pop up from cover with their tommy guns ratcheting. Yes indeed, some like it hot.

+ Good graphics and fun theme.

− Very little variety in the play. No Super Scope option and aiming with a regular controller is difficult.

SUPER GOAL 2

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**March 1994**
Memory Size	**4 Megabits**
Game Type	**Soccer**

The soccer craze continues with Super Goal 2, the second Super NES soccer title from Jaleco, and just in time for the 1994 World Cup finals here in the United States. This international soccer sim has all the regular features including two-player options and a password. Look to the next Sports Scene for a full review of this game.

+ Play control is fairly easy for a soccer game and the AI helps you out by positioning your teammates correctly. A two-player vs. the computer mode.

− The view, always from above the same goal, doesn't feel as natural as behind-the-ball views or side views, especially when your team is moving toward you on the screen. Poor sound effects. It is difficult to judge the location of the high kicks.

CHAMPIONS WORLD CLASS SOCCER

Company	**Acclaim**
Suggested Retail Price	**$59.95**
Release Date	**March 1994**
Memory Size	**8 Megabits**
Game Type	**Soccer for one or two players**

The international soccer craze continues with this offering from Acclaim. Thirty-two teams, tournament or exhibition play and four languages are included. There's also a password to store your tournament progress.

+ Good animation is revealed in the highlight replays. Good game options.

− Poor passing control detracts from the playability. You seldom feel as if you are truly in control of the ball and your computer teammates don't help out by getting into position.

R-TYPE III

Company	Irem
Suggested Retail Price	$64.95
Release Date	February 1994
Memory Size	16 Megabits
Game Type	Space shooter

The R-Type fighter has been improved to meet the new threat from the Bydo Empire. One of the best space shooting series of games returns with the best title yet. This month's review shows you where the aliens will attack and how you can blast them into hydrogen.

+ Great play control, excellent graphics and lots of challenge with no slow-down. The game has an endless Continue so you can repeat an area until you master it.

− There are only six stages.

WIZARDRY V: HEART OF THE MAELSTROM

Company	Capcom
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	8 Megabits
Game Type	RPG

The classic Wizardry RPG series comes to the Super NES in a large, complex game from Capcom. You'll go wandering through a fantasy world filled with monsters, but luckily you have companions to take some of the heat. You can even create your own companions to suit your playing style.

+ Customized parties. Dozens of spells. Battery backed memory.

− The game has a poor control interface, making commands difficult to execute. Bland graphics for a 16 bit game.

WHEEL OF FORTUNE DELUXE EDITION

Company	Gametek
Suggested Retail Price	$59.95
Release Date	March 1994
Memory Size	4 Megabits
Game Type	Game show

Once again it's time to buy some vowels and spin to win with the third Super NES edition of Wheel of Fortune from Gametek. All new word puzzles are featured in this game, which recreates the popular television game show. One, two or three players can compete without having to use a Multi-tap.

+ New puzzles and easier game control than earlier versions.

− The sound and graphics are nothing special and add little of the glitz of the television show.

WARIO LAND: SUPER MARIO LAND 3

Company	Nintendo
Suggested Retail Price	$29.95
Release Date	February 1994
Memory Size	4 Megabits
Game Type	Action

Wario stars in his own adventure. Determined to get a castle of his own, no matter what the cost, he goes off to rob the pirates of Kitchen Island. Learn how you can join in on this wild Wario adventure in this month's review.

+ Excellent graphics and great depth of play. Although subtitled SML 3, Wario Land is much different than either of the other SML titles. This is a new game experience that is truly fun. The battery-saved memory means you don't have to repeat stages endlessly.

− Some players might find Wario Land less challenging than other SML games because they can return to areas to pick up needed items, just like in Super Mario World.

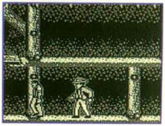
INDIANA JONES & THE LAST CRUSADE

Company	Ubi Soft
Suggested Retail Price	$29.95
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Action for one player

Indiana Jones fights through six levels of action while on the quest for the Holy Grail. This version is virtually identical to the NES game previously covered in Nintendo Power. Featured areas include the Circus Train and Brunwald Castle.

+ Good challenge and graphics. The password option makes the game accessible to anyone.

− Poor hit detection can make hand-to-hand combat difficult. Short time limits on stages make the game even harder.



TOTAL CARNAGE

Company	Malibu Games
Suggested Retail Price	Not Available
Release Date	February 1994
Memory Size	1 Megabit
Game Type	Action

Smash TV type action comes to Game Boy with Malibu's Total Carnage. General Akhboob holds hostages and you have to get them out by gunning down everything in sight.

+ Continuous fast action with lots of Power-Ups.

− Simplistic graphics add nothing to the game.

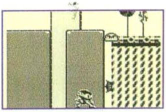
ZOOL

Company	Gametek
Suggested Retail Price	$34.95
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Action for one player

Zool is the ninja from the 'Nth' Dimension, Protector of Creative Thought and Defender of Positive Action. That's quite a title for any shrimpy alien, but Zool has earned it. His skills include jumping, clinging, sliding and using helpful items like Bombs and Shields. There are four platform levels for Zool to navigate.

+ Fairly good play control means Zool can get around easily.

− Most of the graphics are simple and derivative of Super Mario Bros. There are no great challenges in this game.



SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ANDRE AGASSI TENNIS	TECMAGIK	2P-S	2.9	2.7	2.8	2.9	TENNIS
CHAMPIONS WORLD CLASS SOCCER	ACCLAIM	2P-S/PASS	3.6	2.5	3.4	3.4	SOCCER
CHESTER CHEETAH: WILD, WILD QUEST	KANEKO	1P	3.4	3.3	3.2	3.3	ACTION
THE FLINSTONES: SIERRA MADROCK	TAITO	2P-A	3.5	2.7	3.1	3.1	COMIC ACTION
LEGEND	SEIKA	2P-S	3.6	3.3	3.4	3.3	ACTION
LETHAL ENFORCERS	KONAMI	2P-S	3.4	3.6	2.8	2.7	SHOOTER
LOST MISSION	VIC TOKAI	1P/BATT	3.3	3.0	3.2	3.3	RPG
NBA JAM	ACCLAIM	4P-S	3.9	4.4	3.9	4.4	BASKETBALL
METAL MARINES	NAMCO	1P/PASS	3.3	2.3	3.8	3.8	STRATEGY
OBITUS	BULLET-PROOF	1P/BATT	3.4	2.8	3.6	3.6	ADVENTURE
THE PEACE KEEPERS	JALECO	4P-S	3.3	3.2	3.0	3.0	ACTION
R-TYPE III	IREM	2P-A	3.8	4.0	3.4	3.1	SPACE SHOOTER
THE REN & STIMPY SHOW: FIRE DOGS	T*HQ	1P/PASS	3.5	2.7	2.8	3.3	COMIC ACTION
ROMANCE OF THE THREE KINGDOMS III	KOEI	8P-A/BATT	2.9	2.1	3.4	3.3	HISTORICAL RPG
SUPER GOAL 2	JALECO	2P-S/PASS	3.1	2.9	3.3	3.2	SOCCER
UNDERCOVER COPS	IREM	1P	3.5	3.4	2.7	2.7	ACTION
THE UNTOUCHABLES	OCEAN	1P	3.3	2.6	2.9	3.1	SHOOTER
WHEEL OF FORTUNE DELUXE EDITION	GAMETEK	3P-S	3.0	3.7	3.0	3.8	GAME SHOW
WIZARDRY V	CAPCOM	1P/BATT	2.8	2.4	3.4	2.9	RPG
WOLFENSTEIN 3-D	IMAGINEER	1P/PASS	3.6	3.6	3.9	3.9	3-D ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
INDIANA JONES AND THE LAST CRUSADE	UBI SOFT	1P	3.5	2.0	3.0	3.0	ACTION
TOTAL CARNAGE	T*HQ	1P	2.5	2.8	2.8	2.8	ACTION
WARIO LAND: SUPER MARIO LAND 3	NINTENDO	1P/BATT	4.1	3.9	3.7	3.9	ACTION/ADVENTURE
ZOOL	GAMETEK	1P	2.8	3.3	2.8	2.8	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

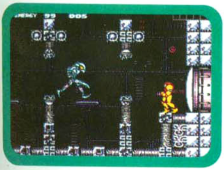
A LOOK INTO THE GAMES OF THE FUTURE

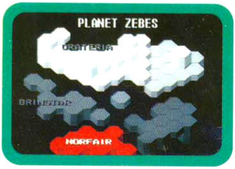
PAK WATCH

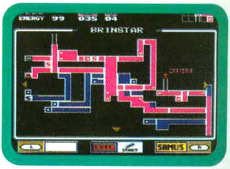
SUPER METROID

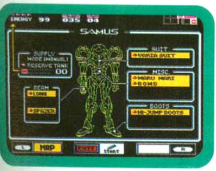
NINTENDO

The game your Pak Watchers have been watching for finally arrived at Nintendo of America after two years of development at Nintendo Co. Ltd. in Kyoto. That was two years with hardly any word except that the game was going to be huge. No lie. Our unfinished copy of Super Metroid stands at 20 Megabits and it's likely to bulk up to 24 Megabits in the finished version. But vast memory muscle is the least of the great news for Metroid fans. For two years we wondered if the game would live up to the play control and innovation of the original Metroid game hit for the NES. Wonder no more. The play control is exceptional and Samus has more cool moves than ever before to fight her way past both familiar and brand new enemies on the planet Zebes. For instance, once you find the new Grappling Beam, Samus can swing from the ceiling over obstacles and enemies. Even the original elements take on new forms, such as bubble hatches that open up or down. Nowhere is the blend of familiar and new elements so apparent as in the opening moments of the game in which you'll find yourself back in the ruins of the Mother Brain's chamber. After battling a dragon-like alien who swoops out of the background using intensely realistic Mode 7 scaling, Samus must relive the escape sequence from the original Metroid, only now the escape tunnel rocks and sways as the base self-destructs. If you make it out, Samus' ship blasts out in front of the exploding base...and that's just for starters.


ENERGY 99 005


PLANET ZEBES
CRATERIA
BRINSTAR
NORFAIR


ENERGY 99 035 04
BRINSTAR
CRATERIA
SAMUS


ENERGY 99 035 04
SAMUS
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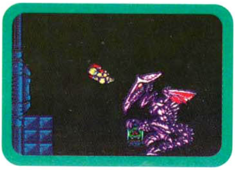
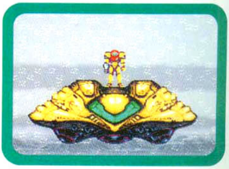
BOMB
BOOTS
HI-JUMP BOOTS
MAP
START



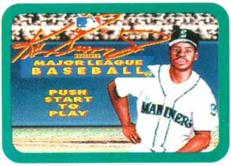


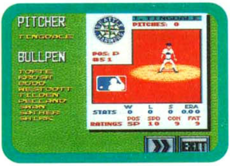
KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

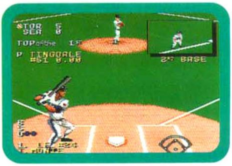
NINTENDO

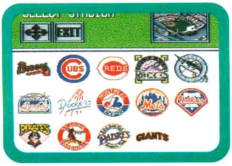
There have been plenty of baseball games in video game history. Some of them had good pitching, batting or fielding. Others concentrated on giving players lots of stats. There have even been hybrid baseball games like Super Baseball 2020 with robots on the field and those that emphasize one phase of the game like Relief Pitcher. But never has there been one game that includes everything in one Pak-age, until now. When Nintendo set out to make a baseball game for the Super NES, the word was to make it fun and include everything a baseball fan might want. Since the producers of the game are baseball fanatics and game players, they didn't have to go far for ideas. When Ken Griffey Jr. joined the Nintendo effort last spring, not only did it add the name of the most popular player in baseball, but also his input. And with the Major League Baseball license came the real team logos and stadiums.

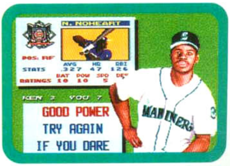
Initially, your Pak Pitchers were most impressed with the graphics and endless options, but after playing a few games, we began to appreciate the variety of action and depth of play. If you want, you can become as deeply involved in the strategy of lineups, pitching changes and base running as a Major League manager. That's pretty remarkable from a game that strives for an arcade-type feel with humorous animations and voice messages. It's been said that you can't be all things to all people, but apparently the developers of Ken Griffey Jr. Presents Major League Baseball weren't listening. They were having too much fun putting together their perfect game.







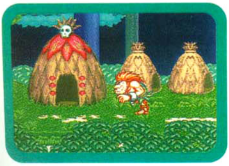


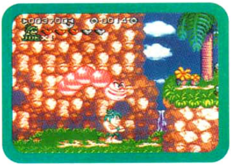


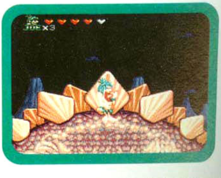
JOE & MAC 2: LOST IN THE TROPICS

DATA EAST

Joe and Mac are back, and the action lives up to the graphics this time around. What that means is that in the original Joe & Mac: Caveman Ninja, terrific graphics knocked everyone's socks off, but the action was pretty stiff and the play control could have used some work. This time around, Data East did a great job tweaking the game so that it feels solid with good play control. They included a bigger variety of areas and enemies, too. There are even adventure elements with shops to buy items, a password to save your progress, and two-player simultaneous play. It looks like Joe & Mac's best adventure so far.

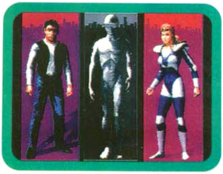


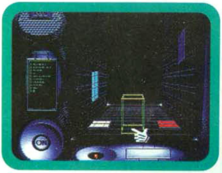


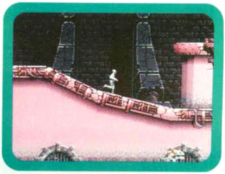


IMPOSSIBLE MISSION 2025 **MICROPROSE**

When your Pak Watcher heard that Microprose was working on a Super NES version of Impossible Mission, the call went out immediately for a sample ROM. When it arrived, we were amazed by the adaptation's sophisticated graphics and sound. You could even compare it directly to the classic computer game, which is included along with the new, enhanced version. What you'll find in both Impossible Missions is a blend of action and puzzle-solving. Using one of three characters, you must hurry through a maze of areas, searching for useful items and computer access codes. At various terminals, you can earn Power-Ups by solving puzzles or beating little games. Learning to survive in the maze of levels won't be easy with an army of robots on your trail and a time limit for each area...that's why they call it an impossible mission.

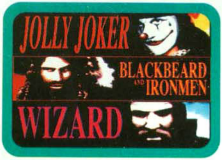


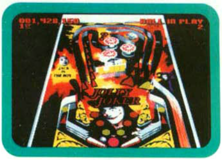




SUPER PINBALL: BEHIND THE MASK **AMERICAN TECHNOS**

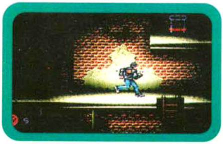
Video pinball takes a step toward reality with this pinball simulation from American Technos featuring three games: Wizard, Jolly Joker and Blackbeard & Ironman. Each is a traditional pinball game on a single screen with complete control from flippers to tilt. Your Pak Watch Pinball Wizard was wowed by the graphics and sound, which sounded like they were taken straight from the arcade. Using the Left and Right Buttons on the Super NES Controller gave the feeling of real pinball. You can earn 1-Ups and multi-ball play with precision shots and really wrack up the point total, but don't expect the more adventure-oriented play of Kirby's Pinball. Super Pinball, when it appears later this spring, will be for the player who has always wanted a pinball game at home, but didn't have the money or space for one.

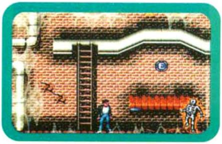




TIME TRAX **MALIBU**

Malibu Games recently sent us their latest action thriller, Time Trax, in which Darien Lambert, the fugitive retrieval officer of TV fame, tracks criminals through time and many perilous situations. This action game combined good graphics, music and play control. Selma, the computer aid, is on hand to help Darien's pursuit of arch villain, Mordevai Sahmbi. As Lambert, you'll have a laser pistol and items that you collect along the way. Although the game play seemed pretty traditional, there was no let up in the action and Lambert has some good moves like the ability to climb many objects. One particularly cool move is the Time Stall, in which everything but you slows down for a short period of time. Malibu plans to have this game on the shelves early this spring.

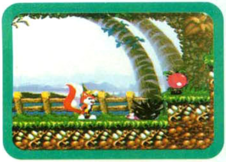


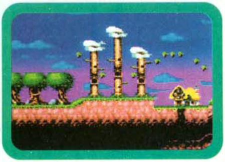


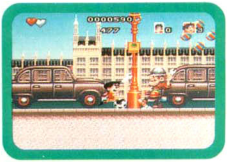
MR. NUTZ & SOCCER KID

OCEAN

Mr. Nutz and Soccer Kid aren't the usual fare from movie-magnet Ocean of America, better known for Jurassic Park and The Addams Family. Your Pak Watcher first saw an early version of Mr. Nutz over a year ago. Even then the graphics had the rich, artistic cartoon look of games like Magical Quest Starring Mickey Mouse and Disney's Aladdin. Mr. Nutz, as can be seen here, is a squirrel with a powerful bushy tail. In addition to swishing enemies, Mr. Nutz can huck nuts, swing, jump, and use objects found along the way. Like Bubsy, Mr. Nutz has an attitude—this is one squirrel you don't want to cross. Soccer Kid isn't a soccer game, but an action game starring a kid who kicks a soccer ball around, bounces on the ball and generally uses the ball to achieve his goals, pardon the pun. It's a little bit strange, but it was developed mainly for European and Japanese players who are real soccer nuts. Both of these should be out by the end of spring.



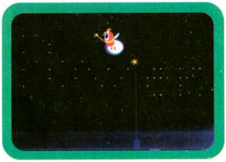


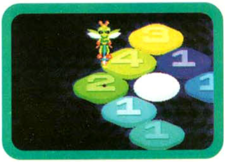


SOUND FANTASY

NINTENDO

When your Pak Watcher first took a look at Sound Fantasy last fall, it wasn't clear how finished the game was. Now that it is on schedule to be released this spring or early summer, we thought we should give it another look and listen. Like Mario Paint, it is essentially a creativity tool. You create things with it rather than blast aliens, but there is an action component. You can also create pictures with Sound Fantasy, but the picture is only a means of representing elements of sound like a note, instrument or beat. Moving over the images are various bugs like the Beathopper and Star Fly, which are like the pick strumming a guitar string—they cause the note. If all this sounds complex, it is, but the game has built-in samples and various modes that let you experiment with sounds in a truly unique environment.

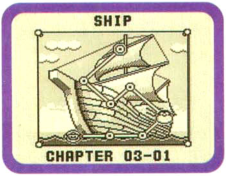


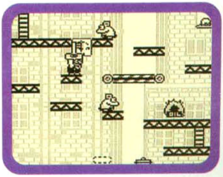


DONKEY KONG '94

NINTENDO

For those of you who missed the original Donkey Kong Craze back in the early '80s, the idea is that a giant ape—Donkey Kong—has kidnapped Pauline, Mario's girlfriend, and climbed up a building. Mario must make his way up the building while avoiding traps and hazards. This game will be four Megabits, as large as Wario Land, and will contain a battery. The first stages duplicate the original arcade game, but the new Donkey Kong goes much further with a total of one hundred construction site puzzles. DK also will include adventure elements like hidden rooms and keys. Look for it this summer.

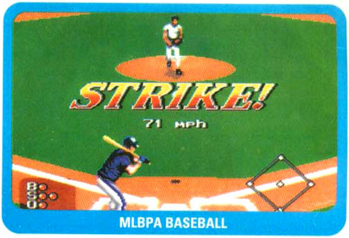




PAK WATCH UPDATE

Electronic Arts keeps coming up with the hits, which is particularly fitting for *Shaq Attack*, the preliminary name for the game in which NBA giant Shaquille O'Neil shows off some awesome, digitized fighting moves. The Shaq worked closely with EA Sports to include his unique attitude and body language. In related EA news, former NBA mega-star, Michael Jordan, stays in the game in a yet-to-be-named platform adventure. Jordan uses his basketball skills to fight through levels of danger. It's kind of weird, but no stranger than **Ocean**'s *Soccer Kid* or **U.S. Gold**'s *Hurricanes*, a game which follows the adventures of a soccer team. *MLBPA Baseball* is the latest sports game from EA for the Super NES. Although they originally hoped to make MLBPA a multi-player game, they didn't end up putting in the option, so it's limited to two-player action. Still, from what this Pak Watcher saw, there's plenty of action to be had. The best part of the game is the fact that you get to use the real players from major league teams, even though you don't get to use the actual teams. The game has other EA standard options including full season and play-off modes plus a password for saving your progress.

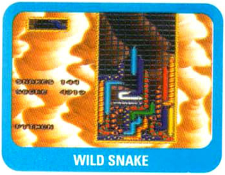
Speaking of sports, **Gametek** has shown Pak Watch its latest Jeopardy game—*Jeopardy Sports Edition*, which should give sports fans plenty of headaches. The categories vary widely—Baseball Nicknames, Golf Clubs, Bowl Games, Football Initials and many more. Gametek also unveiled its first game under the new **Cybersoft** label. *Spectre* is a virtual 3-D game that places you in various levels where you must zap enemies, collect fuel and ammo and then move on to the next level where the challenge increases.

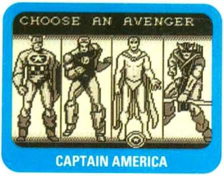


MLBPA BASEBALL

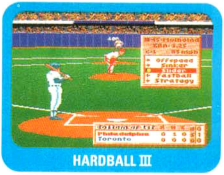
Wild Snake from **Bullet-Proof Software** looks like one of the best action puzzle games in years. Controlling the snakes as they fall from the top of the screen, you have to snake them into alignment so they disappear or cascade for points. Your Pak Watchers found the game to be as difficult to put down as Tetris, and little wonder, for the game was designed in Russia just like Tetris.

B-ball takes to the streets in a couple of games from **Accolade** and **Virgin Games**. *Jammit* features schoolyard ball between players of various talents. Although the two-on-two game is where the action is, there are five b-ball games in all included in Jammit. In Accolade's *Barkley: Shut Up And Jam!*, Phoenix Suns' phenom Charles Barkley takes his attitude and skill to the inner city courts from Watts to Harlem. It's two-on-two action like NBA Jam, but Sir Charles takes on the best of the 'hood instead of the NBA. This is the latest of the Sport Accolade titles, a series starring top

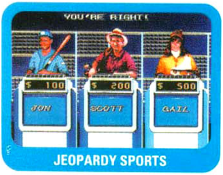

WILD SNAKE



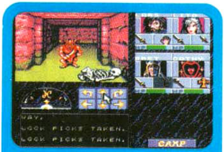
CAPTAIN AMERICA



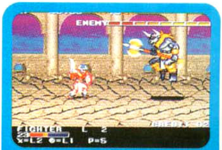
HARDBALL III



JEOPARDY SPORTS



EYE OF THE BEHOLODER



KING OF THE DRAGONS

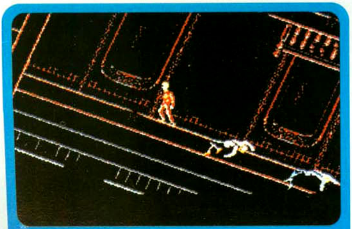
licensed athletes and the play-calling of Al Michaels. *Hardball III* will shortly join the line-up that also includes *Brett Hull Hockey*.

Elsewhere in sports news, **Sony**'s ESPN series gets onto the field with *ESPN's Baseball Tonight*. The 28 teams are said to include complete 1993 player stats while the ESPN license comes into play with commentary by announcers Dan Patrick and Chris Berman. Sony's long-awaited *Equinox* has finally passed through bug-testing and is ready for retail. Nintendo Power covered the excellent, puzzle adventure game back in January, 1993, Volume 44. Although Sony set a record for delays, they deserve credit for sticking by the game and getting the technical problems ironed out. The wait is ultimately worth it.

From **Vic Tokai** comes *S.O.S.*, in which you must rescue passengers and yourself from a sinking ship. Each time you play, the route changes due to different passages flooding. More adventure is available from **Capcom** with the Super NES adaptation of *Eye of the Beholder*, a fantasy RPG, and *King of the Dragons*, a fantasy fighter.

Game Boy fans can keep a watch out for two new titles derived from Super NES games: **Mindscape**'s *Captain America And The Avengers* and *Joe & Mac Jr.* from **Data East**. *Stop That Roach* from **Koei** may get the award for most surprising change of pace for a licensee. Although one might suspect that an RPG game about bug exterminators is behind the title, in fact it is a 100-stage puzzle game.

The ink has finally dried on a couple of deals within the industry, including the purchase of **Microprose** by **Spectrum Holobyte** and the acquisition of **Extreme Entertainment** by **Absolute**. In both of these mergers, the parent companies have gained important game assets that will help them bring a larger variety of games to the market. At **Acclaim**, the search continues for the ultimate computer human motion simulator. In fact, Acclaim's Advanced Technology Group of designers and programmers has made graphical leaps and bounds that leave observers in awe. A special award was handed out to Acclaim's ATG for its "Duel" demo at Nicograph '93, Japan's largest computer graphics exhibition. The great thing about ATG's innovations is that the digital actor motion capture technique can be used for creating today's state-of-the-art Super NES games as well as for tomorrow's ultra-realistic Project Reality games.



S.O.S.

FUTURE GAMES
FOR THE

SUPER NES

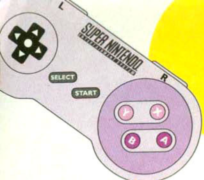
Name	Approximate Release
Beavis And Butthead	Fall '94
Beauty And The Beast	Winter '94
Blackthorne	Spring '94
Bubsy 2	Fall '94
Captain Commando	Spring '94
Code of the Dragon	Fall '94
Demon's Blazon	Fall '94
FireTeam Rogue	Fall '94
Fun 'N' Games	Winter '94
Hardball III	Spring '94
Impossible Mission 2025	Summer '94
Joe & Mac 2	Spring '94
Juggernauts	Fall '94
Jungle Book	Winter '94
Ken Griffey Jr. Presents Major League Baseball	Spring '94
Kirby's Tee Shot	Spring '94
Knights of Justice	Fall '94
Knights of the Realm	Fall '94
Liberty or Death	Spring '94
Lord of the Rings	Winter '94
Mickey's Ultimate Challenge	Winter '94
Mr. Nutz	Spring '94
Natsume Championship Wrestling	Spring '94
NFL Quarterback Club	Winter '94
Ninja Warrior	Spring '94
Operation Europe	Spring '94
The Pirates Of Dark Water	Winter '94
Reign Of Superman	Fall '94
Rocko's Modern Life	Summer '94
Soccer Kid	Spring '94
Sound Fantasy	Spring '94
Speedy Gonzalez	Winter '94
Spike McFang	Spring '94
Star Trek: The Next Generation	Winter '94
Stunt Race FX	Summer '94
Super Adventure Island II	Spring '94
Super Metroid	Spring '94
Super Pinball	Spring '94
Tarzan	Fall '94
Time Trax	Spring '94
Turn And Burn: No Fly Zone	Winter '94
Vortex	Fall '94
X-Kaliber	Winter '94

GAME BOY

Donkey Kong '94	Spring '94
Home Alone 2: Kevin's Dream	Winter '94
John Madden Football	Spring '94
Itchy & Scratchy: Miniature Golf Madness	Spring '94
Wario Land: Super Mario Land 3	Winter '94

NES

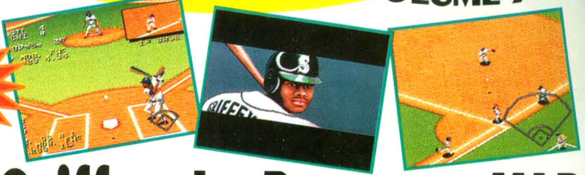
Jungle Book	Spring '94
Mega Man VI	Spring '94



NEXT ISSUE

COMING IN APRIL, VOLUME 59

CATCH THE LATEST SUPER NES REVIEWS



Ken Griffey Jr. Presents MLB

Just in time for the opening of baseball season, Nintendo and Ken Griffey Jr. have teamed up to bring you the hottest baseball game around! All of the teams and all of the stadiums have been packed into this great game. Check out the action next month.

Star Trek:
The Next Generation

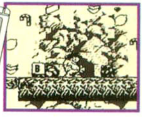
Turn & Burn:
No Fly Zone

X-Kaliber 2097

Time Trax

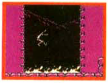
Mickey's Ultimate Challenge

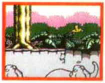
NEW GAME BOY TITLES



Prehistorik Man

NEW NES TITLES





The Jungle Book

CLASSIFIED INFORMATION

If you thought this month's Super Empire Strikes Back codes were cool, just wait until next month! Look for more great codes, including the awesome 99 lives code!

POWER PLAYER'S CHALLENGE

Only the best game players around can make it onto this page. You think you're a hot player? Prove it by beating the Power Player's Challenge!

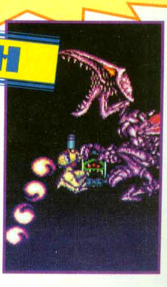
COUNSELORS' CORNER EXTRA

Having trouble with the classic game Crystalis? This special two-part section in Counselors' Corner will solve any problems you've ever had with the game.

NEWS FLASH

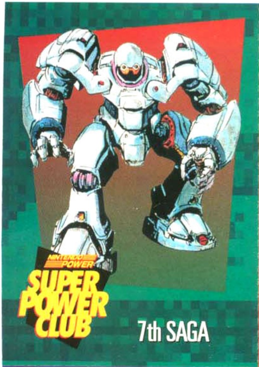
PREVIEW OF
SUPER METROID

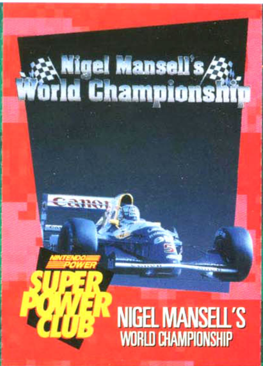
Get an in-depth look at the hottest game of the Winter CES. Samus takes on all of her old enemies in her triumphant return to the planet Zebes. If you call yourself a game player, you better not miss this game!

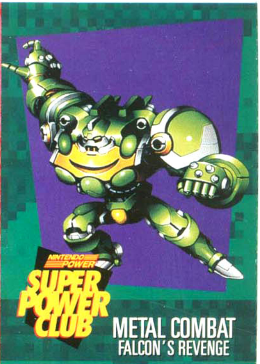


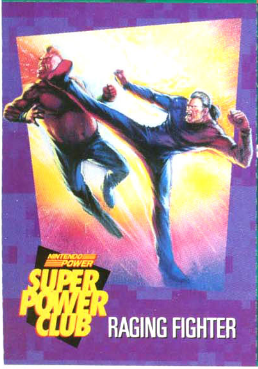
NINTENDO POWER SUPER POWER CLUB

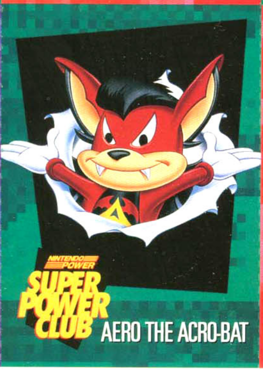
POWER CHALLENGE TRADING CARDS

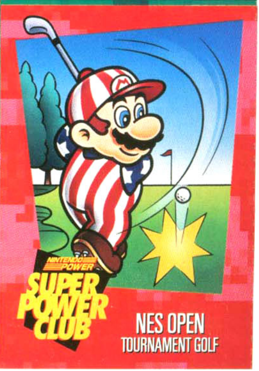

NINTENDO POWER
SUPER POWER CLUB
7th SAGA


Nigel Mansell's World Championship
Canon
NINTENDO POWER
SUPER POWER CLUB
NIGEL MANSELL'S
WORLD CHAMPIONSHIP


NINTENDO POWER
SUPER POWER CLUB
METAL COMBAT
FALCON'S REVENGE


NINTENDO POWER
SUPER POWER CLUB
RAGING FIGHTER


NINTENDO POWER
SUPER POWER CLUB
AERO THE ACRO-BAT


NINTENDO POWER
SUPER POWER CLUB
NES OPEN
TOURNAMENT GOLF

POWER CHALLENGE TRADING CARDS

POWER CARD #111

METAL COMBAT FALCON'S REVENGE™

DESCRIPTION *In the 21st Century, society has fallen into total chaos. Every city is an armed camp and the leading form of entertainment is the Battle Game. Mike Anderson doesn't think this is fair and he is fighting to change it. Join him as he battles Anubis and his Chiefs!*

CHALLENGE *How quickly can you dipatch the Giga Desp: Second Form?*

Novice: *Under 2:30*

Intermediate: *Under 2:00*

Pro: *Under 2:00 without defeating Rola*

SYSTEM: *Super NES*
GAME TYPE: *Super Scope*
# OF PLAYERS: *1*
RELEASED: *11/93*
COMPANY: *Nintendo*

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POWER CARD #101

NIGEL MANSELL'S™ WORLD CHAMPIONSHIP

DESCRIPTION *See if you win the Driver's Championship! You control every aspect of your car, from the angle of the rear wing to the type of tire that your car needs to use. There are 16 courses to master and you race the entire circuit in your quest for the championship. Good luck!*

CHALLENGE *Beat these qualifying times on the different courses:*

Novice: *56.50 seconds on course: ITALY*

Intermediate: *53.00 seconds on course: CANADA*

Pro: *1:01.75 minutes on course: JAPAN*

SYSTEM: *NES*
GAME TYPE: *Driving*
# OF PLAYERS: *1*
RELEASED: *10/93*
COMPANY: *Gametek*

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POWER CARD #98

7th SAGA™

DESCRIPTION *Many years ago the planet of Ticondera was torn apart by battles for control of the world. Seven warriors were chosen to locate and reclaim the seven Runes. Legends tell that the warrior who finds the Runes will one day control the world. Do you have what it takes to finish the quest?*

CHALLENGE *After reaching Aran Castle, can you defeat Romus at one of these levels?*

Novice: *Five*

Intermediate: *Five, using no magic*

Pro: *Four, using only magic*

SYSTEM: *Super NES*
GAME TYPE: *RPG*
# OF PLAYERS: *1*
RELEASED: *10/93*
COMPANY: *Enix*

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POWER CARD #86

NES OPEN TOURNAMENT GOLF™

DESCRIPTION *Grab the clubs and hit the fairways! With three courses to choose from, NES Open Tournament Golf is packed with challenge. Play in the tournaments and try to up your standing from beginner all the way to the pro level.*

CHALLENGE *In the match mode, can you beat Luigi by:*

Novice: *Losing only 8 out of 18 holes*

Intermediate: *Losing only 5*

Pro: *Not losing any holes*

SYSTEM: *NES*
GAME TYPE: *Golf*
# OF PLAYERS: *2*
RELEASED: *9/91*
COMPANY: *Nintendo*

™ & © 1990 Nintendo

POWER CARD #113

AERO THE ACRO-BAT™

DESCRIPTION *Ex-clown Edgar Ektor has assembled a band of circus rejects and they have taken over the Funpark! As Aero the Acro-Bat, it is up to you to take it back. You must work your way through four different areas to get to the final conflict with Edgar and Zero the Acro-Bat!*

CHALLENGE *How far can you get without using any continues?*

Novice: *Circus — Act 3*

Intermediate: *Funpark — Act 3*

Pro: *The Woods — Act 2*

SYSTEM: *Super NES*
GAME TYPE: *Circus Action*
# OF PLAYERS: *2*
RELEASED: *10/93*
COMPANY: *Sunsoft*

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POWER CARD #96

RAGING FIGHTER™

DESCRIPTION *You are in training as one of seven defenders of the Alpha Universe. For 7 millennia your group has protected this area against all invaders. Part of your training means fighting your way to the top of Trial Tower. Can you prove yourself to be the best?*

CHALLENGE *In the Story mode can you beat these challenges?*

Novice: *Defeat Vandal with Tao on difficulty Level 3*

Intermediate: *Defeat Aska with Tao on difficulty Level 2*

Pro: *Become Champion of Trial Tower with Tao on difficulty Level 1*

SYSTEM: *Game Boy*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *6/93*
COMPANY: *Konami*

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see back cover for more

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Nintendo Service Center Number ______________________

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City ______________ State (Province) ______

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Type of cleaning kit purchased (check one) ☐ NES® ☐ Super NES® ☐ Game Boy®

Service Center Name ______________ Address ______________

City ______________ State (Province) ______ Zip (Postal Code) ______

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Coupon must be submitted to a participating Authorized Nintendo Repair Center at the time of repair or component purchase in order to receive the 10% discount. If both a repair and a replacement component are purchased, the discount will be applied toward the item of greater cost. Limit one Coupon per repair or component purchased. No other discounts, promotions or coupons may be used in conjunction with this Coupon. Consumer is responsible for paying any applicable tax in connection with purchase. Valid in the U.S., its territories and possessions and in Canada. Void where prohibited, licensed or restricted by law. Reproduction or alteration of this Coupon is prohibited and no facsimile or altered Coupon will be accepted. Cash value 1/100¢. Coupon expires September 30, 1994.

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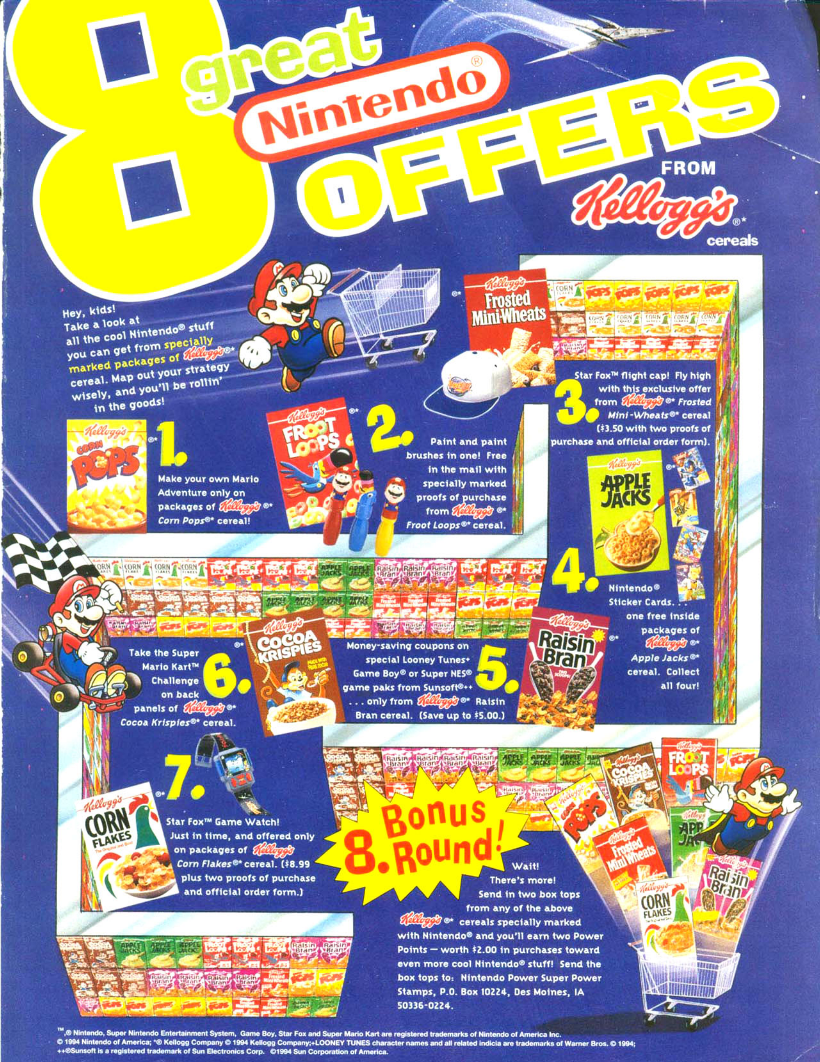

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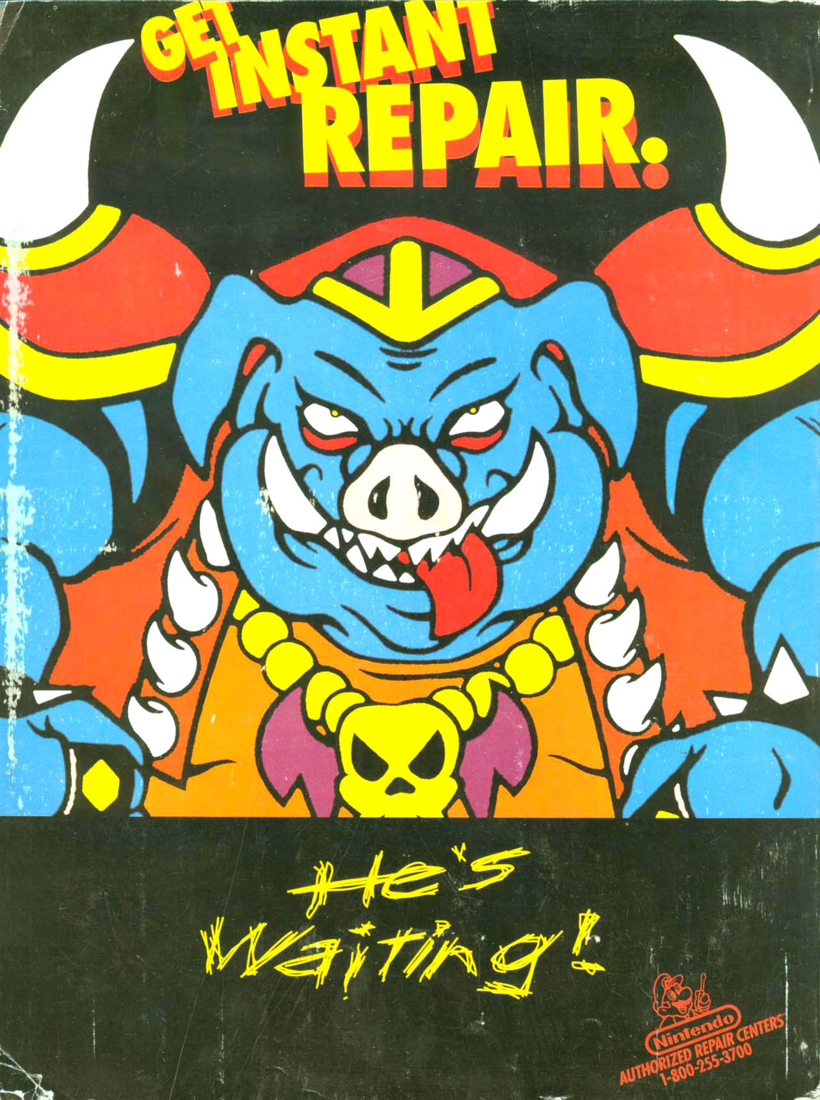
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